



# SEGA SATURN

ISSUE 12

OCT 96

NON-CD EDITION

SEGA  
No.1 FOR SATURN

£2.75



M A G A Z I N E

## STREET FIGHTER ALPHA 2

Capcom's Ultimate Fighting Game!

## HEXEN

Doom sequel hits Saturn!



EXCLUSIVE! First Shots Inside!

# DAYTONA

Championship Circuit Edition



PLUS! FIGHTING VIPERS SEGA WORLDWIDE SOCCER '97 VIRTUA FIGHTER 3 TUNNEL B1  
OUTRUN DESTRUCTION DERBY BLAM! MACHINEHEAD DOOM VIRTUAL ON AND MORE!

WORLD  
W



MIRAGE



MIRAGE™, WORLD™ IS LICENSED FROM MIRAGE TECHNOLOGIES MULTIMEDIA LTD. © 1998 MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD. MIRAGE™ AND WORLD™ ARE TRADEMARKS OF MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD. AND ARE USED WITH PERMISSION. ALL RIGHTS RESERVED. CD™ AND THE CD LOGO™ ARE TRADEMARKS OF INTERACTING SOFTWARE CORP.™™ AND "PLAYSTATION" ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. PUBLISHED AND DISTRIBUTED BY GYF INTERACTIVE SOFTWARE CORP.

# AMAZING DEMOS LIKE YOU WOULD JUST NEVER BELIEVE!

At last! After months of waiting and (as our part) top-level negotiations we're finally able to bring you the sequel to our incredibly popular demo disk. If you thought it mightn't be worth the wait, guess again sucker, because if anything this new instalment on our almost free trial basis software programme is EVEN BETTER than the last one! If that's possible.

Anyway, why don't you scrape your shins off the floor, pop your tongue back in and read about what our latest shiny silver plastic holds for you...



Just in case you're wondering, Sega Think Volume 1 was used to select Saturn owners to mail by Sega themselves...



A full on front end for our lovely demo disc. Full instructions for each game can be found once you've selected the title you desire.

## NO DISK? DON'T KILL YOURSELF!

So you've gone and bought the non-CD edition of the mag and you don't have a CD at all. By now having heard about all the ace stuff those other readers are enjoying at the moment, you'll be feeling pretty sick. Fed up. Depressed. Downright goddamn suicidal. Well fret not, sucker! Because there's DEMO DISKS for ALL! (heh!) That's right, we have a STRICTLY LIMITED NUMBER of spare demo disks. So if you don't got a demo, all you have to do is get yourself a cheque or postal order for FOUR POUNDS (made payable to EMAP Images Limited) and post it off to our disk-hoarding friends with the coupon provided. We'll make sure you get the demo disk of your dreams within minutes. Please allow 10 days for delivery. Send your cheques/postal orders (and coupons) to: SEGA SATURN MAG DEMO DISK OFFER, TOWER PUBLISHING, TOWER HOUSE, LATHKILL STREET, ROVERSON PARK, MARKET HARBOUROUGH, Lincs. LN4 9EP. Do NOT under any circumstances send your money and stuff to our Editorial offices, because we can't help you. All the disks are with TOWER PUBLISHING. Not us.

Yes I'd love the Saturn Mag demo disk that I've missed out on! Please send it to...

Name \_\_\_\_\_

Address \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Tel. \_\_\_\_\_

And I'll be paying by the enclosed cheque/postal order (Delete as applicable)

Please tick this box if you do not want to receive any further information from this company.

## PLAYABLE LEVELS!

**NIGHTS!** Two COMPLETE levels of Sega's most impressive Saturn game IN THE WHOLE OF HISTORY are yours for HARDLY NOWT! Learn to fly with the party-headed one and enjoy the most intense slab of ALMOST FREE gaming you'll ever experience!



**ATHLETE KINGS!** It's the top-notch home athletics title guaranteed to make you heart your hands! Bash your buttocks like they've never been bashed before over THREE COMPLETE EVENTS: 100 METRES! 500 FT! AND THE LONG JUMP! It's GREAT!



**WORLDWIDE SOCCER '97!** Compete in a FULL HALF of Sega's superb-looking polygon soccer championship and LEARN THE POWER of football! It's coming home! It's coming to YOUR home! And it's costing PRACTICALLY NOTHING!



PS: Sega would like to point out that the finished game will have no spelling mistakes in it, plus it will include an awesome one-upworthy. Read the review on page 64 NOW!

**BAKU BAKU ANIMAL!** Stare into the Mc vet puppy-dog eyes of the most appealing puzzle game to hit the Saturn! EVER! EVER! It's got cute animals! It's got stupendous beatability! You'll love it!



**PANZER DRAGON ZWEI!** If you haven't bought Panzer Zwei yet, WHY THE HELL NOT? Have you NO MIND? Hopefully this exclusively CREAPO episode of the most visually stupendous 3D shoot 'em up on ANY console will finally persuade you.



## ROLLING DEMOS!

If the playable wonders we've assembled for you aren't enough, examine this full-edition ensemble of AWESOME (or becoming Saturn-based) DEITIES IN GO FURIE! You won't believe it! All right, MAYBE YOU WILL! Just look at them, sit back, bow a TWIX® smile. We've got:

**VIRTUA FIGHTER KIDS!**  
**EXHUMED!**  
**STORY OF THOR 2!!!**  
**AND THREE DIRTY DWARVES!!!**



**EDITOR**

Editor **Michael Goodburton**  
 Art Editor **Ross Bellard**  
 Deputy Editor **Rob Wright**  
 Features Editor **Rob Antonaccio**  
 Junior Designer **Wong Ngai Hwa**

Contributors **Ed James, Doug Harrod**  
 Features Column **Warren Skarred**

**ADVERTISING**

Advertising Manager **Lisa Maclean**  
 Deputy Ad Manager **Clara Pevers**

**MARKETING**

Product Manager **Vicki Jencks**  
 Promotional material **Veronica Doyle**  
 Promotions Manager **Paul Jones**  
 Marketing Manager **Alex Rowson**

**REPRINTS**

Publisher **Andy McVittie**  
 Executive Publishing Director **Richard Taylor**

**NEWS**

Systems Manager **Seanch-Ann Seavoy**  
 Systems & production co-ordinator **Seanch-Ann Seavoy**

**SEGA STORE**

SEGA Store **Mark Macdonald**

Offshoot Contact **Debraj Ghent**,  
 30-32 Hertingford Lane, London W14 9PL,  
 Telephone (0181) 995-8500

Fax (0181) 995-8500

Distribution **BBC Worldwide**  
 Printing **Crescent Clay and Sportsworlds**  
 Bournemouth

Seiga Saturn Magazine is an official licencee  
 of the video games published in this magazine  
 and not necessarily those of the publishers or  
 of Sega.

Although we take great care in ensuring the  
 accuracy of the information contained in this  
 magazine, the publishers cannot be held  
 responsible for omissions and errors that may  
 occur.

Copyright 1995 EMAP Images/Sega.  
 Reproduction in whole or part, without prior  
 written consent from the publishers is strictly  
 prohibited.

Sega Saturn Magazine: Game Cover Master  
 System 3.2K and Alpha CD are trademarks of  
 Sega Enterprises Ltd.

Emulation rules:  
 EMAP Images and Sega staff and their families  
 (especially this) are prohibited from entering  
 any Sega Saturn magazine competitions. The  
 editor is free to use any and all names  
 names used in external links.

We regret that we  
 cannot accept  
 magazine personally,  
 as by telephone.

SEGA SATURN  
 MAGAZINE

SEGA SATURN MAGAZINE 12

DOLBY SURROUND

TO TEST ALL SOFTWARE

SEGA SATURN

**COVER STORY****12 DAYTONA USA (CHAMPIONSHIP CIRCUIT EDITION)**

Anticipation over the latest Daytona game has been steadily rising up, and to satisfy all you adrenaline junkies we've got a six page feature on this Championship Circuit Edition, letting you know just why it's set to steal the victory champagne from Sega Rally.

**16 COMING SOON STREET FIGHTER ALPHA 2**

Whilst other mags rave on about the upcoming PlayStation version of Street Fighter Alpha 2, Sega Saturn Magazine scores yet another important exclusive with full-on coverage of the Saturn translation of one of the finest combat games ever!

**SUBSCRIPTION RATES**

UK £17.00 Surface mail £40.00 Airmail Europe £44 Airmail Zone 1 £55.00 Else £44.00 These rates include postage and packing.

**SUBSCRIPTION/BACK ISSUES ENQUIRIES**

Tower subscriptions, Tower House, Lathkill Street, Sovereign Park, Market Harborough, Leics LE16 9EF (01858) 468948

**COIN-OPERATED****BB DIE HARD**

SSM takes a look at the latest STV coin-op to emanate from the studios of AMI - the brilliant polygonised Streets of Rage, Die Hard PS. It's coming to Saturn soon and it's made perfect!

**BO VIRTUA FIGHTER 3**

Oh my gawd fathers! Not another striker's 'scale die!' It's a full on Virtua Fighter 3 frenzy as we take the wraps off this AWESOME coin-op!

**SHOWCASES****3B FIGHTING VIPERS**

This month sees a sprawling eight page feature on the best 'em up of the moment, with plenty of info on the characters, the moves and just why it should be on your wish list.

**44 TOMB RAIDER**

After our showcase in issue 10, Tomb Raider is back, this time with more levels and more action. We go exploring along its maze-like corridors.

**4B BUBBLE BOBBLE PACK**

They're cute, they're caddy and they're pun-tastically Japanese. Bubble Bobble Pack includes both Bubble Bobble and Rainbow Islands, and we get cozy with both.

**52 DOOM**

A bit of a mini-showcase this one, giving you a bit more of a tantalising look at the conversion of a software's seminal Doom.

**56 BLAM! MACHINEHEAD**

Corn Design scores something of a dual Showcase double-whammy with this particular issue of SSM, as we delve deeper into the pseudo-sequel to BattleCorps - Blam! MachineHead.

**62 OUTRUN**

After our Sega Ages showcase last month, we take a closer look at perhaps the best of the retro bunch. Switch the stereo on and belt up for OutRun.



### PREVIEWS

- 20 HAROCORE 4x4
- 22 TUNNEL 81
- 24 OARIUS 2
- 28 BASEBALL 2
- 28 CHASE HQ/SCI
- 30 GRIORUNNER



### REVIEWS

- 64 SEGA WORLD WIDE SOCCER '97
- 66 FIGHTING VIPERS
- 68 ACTUA GOLF
- 70 OESTRUTION DERBY
- 72 BLAM! MACHINE HEAD
- 74 BUBBLE BOBBLE/RAINBOW ISLANDS
- 76 HIGHWAY 2000

### REGULARS

- 86 NEWS
- 32 LETTERS
- 34 Q & A
- 65 REVIEW INOXE
- 78 TIPS
- 94 OUT NOW
- 98 NEXT MONTH

### PLUS!

- 80 NIGHTS PLAYERS GUIDE
- 93 TWIX JUNIOR GAMEPLAYER OF THE YEAR PROMOTION.





# NEWS

**B**est Saturn Mag ever! That's what we master creators have been attempting to carefully craft for the last four weeks (including a weekend or two). Things have certainly moved on a bit from the last edition. This issue sees a complete redesign for the Coming Soon section, where we scoop everyone with detailed features on the new Daytona and Street Fighter Alpha 2 Showcases too have been overhauled, with a far more dynamic feel to them - for example, with our Fighting Vipers coverage, we're attempting to turn our features into packs of inferno once you've actually bought the game. Capping off the new Sega Saturn Magazine we have an absolutely incredible demo disc (on selected issues). Yeah, we might not get as many CDs as the official PlayStation mag, but when they do come along you get the best games... and more of them. Plus it's a full quid cheaper!



**Richard Leadbetter, Editor.**

# Hexen Prepares For Saturn Onslaught!



**Blood, Guts, Death.** Large green things flying through the air. Hexen has it all. And more. Plus it's a multi-player game too, thanks to the mythical Saturn link-up cable!

**N**ot a month since SEGA SATURN MAGAZINE revealed the very first shots of Doom on the Saturn and we're already revealing its pseudo-orphan. Hexen takes the Doom engine and weaps it back to medieval times, with the player intent on doing battle with a demonic overlord and his depraved hordes.

Hexen was released last year on PC to rapturous reviews in the press. Although based on the Doom engine, it took the genre to new heights with some stunning game design coupled with the appropriate blood and guts (relevant to a game associated with id software).

The scope of the title is far more involved than Doom. For starters, rather than rely on a single linear path through the game (just a level never to return), Hexen employs what has come to be known as a "hub" system (levels have more than one exit and it's possible to return to conquered areas - in fact you have to. For example, a key or artifact on a later level might open up a new area on a "completed" stage taking you to a different area completely).

Although it has Doom style carnage, Hexen is more of an adventure and rightly so.

## WHO... WHO AM I?

When you begin your quest you're given a choice of three different characters to do battle with. For those interested in taking their carnage up close and personal, the Warrior is a good choice. At least to begin with he relies on damaging close-quarters weaponry. A heavy hitter, he's a bit of a duffer when it comes to magic.

At the opposite end of the scale, there's the Sorcerer. As you might imagine, when it comes to magic he's the best of the best. But unfortunately his skill with the more conventional form of hand-to-hand weaponry is poor. Somewhere in between, you'll find the Cleric, fairly adept with both weaponry and magic, he's just the guy for the player who likes to hedge his bets.

## MEDIAEVAL MALARKEY

Doom is renowned for its enormous weapons, but obviously shotguns and RPGs have no place in a historical world like Hexen's. That doesn't mean that the medieval is any less intense though. A range of warlike axes, swords and other weapons means that the fighting is just as cool. In fact, it's possible to power-up your tools, raising the blood 'n' guts level still further!

Another interesting weapons related feature in Hexen is the fact that in order to get your devastatingly powerful RPG style weapons you need to run about collecting all of the bits for it before assembling it and kicking some medieval posterior!



Check out these exclusive shots of the Saturn Haze! As any one who has seen the PC version will see, the graphics are right on (what!) What you can't see is how smooth it is. What you gets in Alien Trilogy territory, the overall effect is most impressive indeed.



## YES IT IS MULTI-PLAYER

We all want link-up games right? We're all a bit disappointed that handy any Saturn developers (including Sega) are doing anything for the link-up cable, aren't we? In fact, aren't we just a bit perturbed that Sega haven't even released the cable over here yet? Thankfully GT and all software have limited that both Doom and Haze for the Saturn MUST have link-up capabilities! We'll have more details soon but surely now there is an excuse to release the thing and get some more software in development for it!

## HOW'S IT SHAPING UP?

Haze must have been a very difficult game for developers Probe Software to convert onto Saturn. Unlike Probe's other eyeball on a unique cable, Alien Trilogy the scenery doesn't disappear into darkness two feet away from you. In fact, Haze has some huge textured areas and that means silicoooooowwwdown on the super-consoles. Despite this Haze manages extremely well and despite the fact that the game is more complex visually than Doom. It actually has a smoother frame rate than Doom (at least in this stage of development... app sorry Doom is 'very early'). It's still juicier than Saturned, but in terms of gameplay Haze is the better game. And that's really where it counts. More next month.



The screenshots on these pages show the Warrior at work within the world of Haze. The maps of Haze are most impressive, with each character able (Dawn's a warrior and she's too) being their own maps of Haze.



All of the beauty from the original PC are preserved and moved to the Saturn game.

Dawn's setting out on a soloing on a hot trip with a fully powered-up weapon in Haze. The plasma sword shines through the demonic hordes in a time!

## SHOOT 'N' SUN!

The Saturn is an awesome games playing machine, but what it seems to multi-player games and titles by its software, you really need a PC connected to it either on a network. This technology is based the result of the success, hence the creation of Shoot 'n' Sun!, a brilliant new CyberCafe located at 11 New Oxford Street in London. Here, you can play Quake or Duke Nukem or whatever with all your mates or "net!" the internet.

We highly recommend you take a visit there and if you breathe this issue of SOGA SATURN MAG you can get two hours on the PC for the price of one on your first visit. That's an enormous saving of £5.00! Look, between you and me, we worked Quake is bloody amazing! Get down there with about 10 of your mates and enjoy in a brilliant, non-toxic 3D player battle!

## NEW RETRO EXHIBITION

It's going to be the most amazing show on Earth! Power, a whole floor devoted to old computers and consoles, old programmers giving talks on the past 40 days and lots of classic games to get your mins on. We could talk for anything more! Make sure you visit the RETRO GAMING EXHIBITION at 100 level line, 100 Oxford Street, London, W1. It runs from Saturday October 16th to Saturday November 2nd. (We're all going).

## NEW CAPCOM FIGHTER

In September's JAPAN Show in Japan, you the expert Capcom to reveal some pretty bloody good arcade games. Perhaps most exciting of all is Street Fighter III, currently in a 3D complete game (developed by the man behind the original SF...)

Look out for the stunning-looking Street Fighter versus 3-Duo - check out the exclusive report on page 102. Sorry it's not on the contents page, but this is a Top Press situation! Japanese journal Tokuten fan has announced that Capcom are also planning on bringing Super Street Fighter 2 Turbo to Saturn.

## SEGA RALLY TIME ATTACK!

We're still going through the appraisal letters and ideas that you guys have sent in, but next month we'll have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... promotional letters and ideas that you guys have sent in, but next month we'll have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... premed!

## HMV CHARTS

Week ending April 23rd, 1998



If you would like to see your chart features, send in your top ten to BRADER CHARTS, SEGA SATURN MAGAZINE, FRIARY COURT, 30-32 BARRINGTON LANE, LONDON EC4A 3DF. Anyone who has their charts printed will receive a game for their trouble!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Destruction Derby	1	Fighting Vipers	1	Guardian Heroes
2	Athlete Kings	2	Street Fighter Alpha 2	2	Virtual Fighter 2
3	Best A Move 2	3	NIGHTS	3	Baka Baka Animal
4	Loaded	4	Sega Worldwide Soccer '97	4	Fuzzer Dragon Zwei
5	Legend Of Thor	5	Acton Golf	5	X-Men
6	Disoworld	6	Bubble Bobble/ Rainbow Islands	6	WipEout
7	Olympic Soccer	7	Detrun	7	Alone in the Dark: Jack's Back
8	Virtual Cop	8	Bomberman	8	Euro '96
9	Ultimate Mortal Kombat 3	9	Athlete Kings	9	Daytona USA
10	Wrestlemania	10	Exhamed	10	Street Fighter Alpha

Join the #1 of Best Albums & a game is on its way to you!



## VIRTUAL ON BLASTS ONTO SATURN

At the recent Tokyo Game Show, Sega unveiled a whole host of exciting new titles including Daytona Championship Circuit Edition, a completed Fighting Vipers and a work-in-progress rendition of Virtual On.

This Sega AM3 coin-op has had something of a limited release in the UK (currently there's a twin sit-down machine at the Tocadero and we doubt it'll turn up at SegaWorld), but it's currently the most anticipated robot game in Japan (ahead of Fighting Vipers). Virtual On is a one-on-one robot battle with a range of 4 different robot each with various speed levels and weaponry. The action takes place in huge 3D arenas with plenty of buildings and what have you to use as cover. It's really quite clever, but what else would you expect from AM3?

The conversion is basically ACE. There's a slight loss in detail and the frame rate's down to 30 frames a second, but other than that it's a right-on arcade perfect. Two-player options take the form of NetLink (using the new modem) and split-screen. We'll have more next month where we'll be showing you more of this 40% complete version. Still, enough talk. On with the screenshots!

### NEW CONTROLLER FOR VIRTUAL ON

Just as Sega of Japan announce the existence of Virtual On, they also reveal a controller tailor-made for the game. Check out the pic and you can see that the controller bears an uncanny resemblance to the control deck of the original coin-op. The two sticks allow for unprecedented control of your robot (push forward on one and back on the other for a super-quick right turn, for example) and brings the arcade experience to Saturn's even more effectively. We won't yet on a European release.

## WILLIAMS ENTER UFO TERRITORY

After buying up the rights to the Atari catalogue, Williams are releasing their first Atari game for the Saturn. However, whilst PlayStation owners are getting the preening Robinson 3, Saturn owners have to make do with a conversion of Area 31 - the little-known gun game from the arcades.

Admittedly, the game is slightly arcade perfect, but rather than rely on polygonised wonders like Virtual Cop and its forthcoming sequel, it uses full-motion video, with overlaid sprites. Kind of like Cops & Killers on the Mega-CD, but hopefully better.







PHOTOGRAPH BY JAY ZIGOUZIS FOR VIBE

## THE BLACKHEADS

# OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE,  
CHECK OUT NEW **OXY BLACKOUT**. IT HAS SPECIAL STICKY TAPES  
THAT **LIFT OUT BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**



# SONIC XTREME CANNED

Despite some promising ending, the Sega Technical Institute's Sonic Xtreme has been canned. It's thought that the 3D engine was quite impressive but just didn't suit the Sonic style of game, and it's highly expected that the graphics engine will be used on a different game.

Instead, a Saturn translation of Sonic 3D: Flicky's Island will appear for Saturn, perhaps before Christmas. Already making waves as a Megadrive title, the Saturn version will follow the same kind of isometric 3D formula but will be massively enhanced. Sonic supreme Yui Naka is said to be involved with this one.

At the moment, no Saturn shots of the game have been made available. However, here's a couple of Megadrive ones to get you in the mood.



Megadrive Sonic 3D: The Saturn version...



... Sonic Xtreme graphics and we love it!

# SCAVENGER SIGNED!

Remember Anak and Scorch? You know those ace-looking games we first revealed about ten years ago! Well, the good news is that both games are finally finished and should be out before November.

Scorch from the makers of Megadrive Sub-Terrans and Red Zone is a swart-looking futuristic racing game with super smooth update and some stunning terrain maps. Anak on the other hand employs some stunning frontal-based graphics for its excellent landscapes and is more of a mission-based blastathon.

Both games would appear to push the envelope in terms of graphical excellence on Sega Saturn, but the question is how do they measure up as gameplay experiences? Hopefully, the answers should be forthcoming in the next edition of SEGA SATURN MAGAZINE.

Also of note is the strong rumour that Sega's Scavenger Deal includes the rights to publish the Saturn translation of the very hot-looking Into The Sunburn, one of the most graphically stunning PC games ever seen.



Anak is still a real one-player...



... And it's shaping up to be very impressive.



Scorch remains a treat graphically...



... And it should be set very soon now!

# BLOCKBUSTER CHARTS

## TOP TEN VIDEO GAMES

- 1 ATHLETE KINGS
- 2 LDOADED
- 3 ULTIMATE MORTAL KOMBAT 3
- 4 SEGA RALLY
- 5 VIRTUA COP
- 6 ROAD RASH
- 7 VIRTUA FIGHTER 2
- 8 THE NEED FOR SPEED
- 9 FIFA '98
- 10 BAKU BAKU



## TOP TEN RENTAL VIDEOS

- 1 TRAINSPOTTING
- 2 HEAT
- 3 JUMANJI
- 4 SEVEN
- 5 AGE VENTURA 2
- 6 DANGEROUS MINDS
- 7 BABE
- 8 JOHNNY MNEMONIC
- 9 ASSASSINS
- 10 LOCH NESS



## TOP TEN RETAIL VIDEOS

- 1 GASPER
- 2 STAR TREK - VOYAGER 2.0
- 3 WATERWORLD
- 4 SWAN PRINCESS
- 5 POGONANTAS
- 6 RIVERDANCE
- 7 LEDN
- 8 AROUND THE WORLD WITH TIMON AND PUMBA
- 9 PULP FICTION
- 10 DUMB AND DUMBER



BLOCKBUSTER WOOD

get  
**more**  
from your  
**SATURN**

Jump higher  
**BIGGER**  
faster  
better  
more  
skio levels

**action replay** puts the power in your hand

- live longer, punch harder, run faster, jump higher
- hundreds of built-in cheats for the latest blockbusters (and the best of the rest)
- Built-in 2 Megs of game save memory..... 4 times the size of standard memory
- optional PC link-up for the ultimate hacker
- add more cheats as new games are released

Saturn  
 version

£54<sup>99</sup>

Available from selected branches of:  
or direct from

Datal Direct, Govan Road, Penton, Stoke-on-Trent ST42RS.

Tel: 01782 744707. Fax: 01782 744298. Website and Email [HTTP://WWW.DATTEL.CO.UK](http://WWW.DATTEL.CO.UK).

Allow £8.00 p.p.



HMV

GAME



BEATTIES

SATURN IS A TRADEMARK OF SONY ENTERTAINMENT LTD.



# DAYTONA™ *Championship Circuit Edition* USA



The pictures from the new National Park track can be seen below. Notice the change in style compared to the established Daytona tracks (see right). Here's another track to come, too!



A total of four different cars will be included in the finished version. It's not known yet whether they're all stock cars or different styles as in III Virtua Racing before. We're betting on the former.

Just imagine... what if the CS Team behind the brilliant Sega Rally conversion had handled the Saturn translation of Daytona USA. Who knows just how brilliant it would have been? Well, we do actually, because the Rally team have been put to work on producing an all-new conversion of Daytona. Not surprisingly, we saw it first...

**W**

hen Saturn gamers first get their clumsy mitts on the conversion of Daytona USA, just about everyone had realized what a brilliant racing game it was. Unfortunately, when it was developed, not many programmers knew the full potential of the Saturn's 3D capabilities so the game suffered from a lousy display and a bit of a cheapy frame rate.

This caused something of a deluge of letters to Sega headquarters across the globe, with plenty of demands for a Daytona remake, along the lines of the Virtua Fighter Remake which had done so well for the Saturn in Japan and America.

After catching the highly appreciated conversion of Sega Rally Championship, the American team responsible took a bit of a holiday before starting work on their next project. Originally, they planned to produce a conversion of the million miler kit Indy 500. Pressure from Sega in America and Europe helped them scrap the Indy 500 project and instead produce the all-new Daytona that everyone wanted.

Work began on the game in March, 1996 - three months after the completion of Sega Rally.

Daytona Championship Circuit Edition (the name may change before the game finally reaches the shelves in November) is the culmination of the Rally team's expertise and experience. The key points about the game include a smoother frame rate, an letter-box display, more tracks and more cars.

#### AWESOME GRAPHICAL CAPABILITIES

Daytona CCE is based around an enhanced version of the Sega Rally engine. Even at this early stage in development, the game runs at a rock solid 30 frames a second (30 months on Rally) and this assuages the car's no matter how busy the

scene gets. Besides, the 770 Register Track features 40 different racing cars on the oval, which requires tons of polygons and processing power.

Considering that the new Daytona is over a third smaller (in terms of frame rate) than the old, you might think that the letter-box effect would be retained. Not so. A full screen display as in Sega Rally is already in evidence, and Sega Europe assure us that the game will receive the full PAL conversion treatment - that means full screen and full speed. Again, just like Sega Rally.

#### ON THE RIGHT TRACKS

Daytona CCE includes the three tracks from the original coin-op and adds two more from the larks of the CS Team themselves. At this current stage in development, only one of the two proposed tracks has been programmed in.

At the moment it's called National Park Speedway and it wasn't said that it's something of a departure from the established Daytona tracks. As the name suggests, it's something of a greenery fest (being set on the National Park and all, with a fair few mountains thrown in for good measure). What might seem quite bizarre for a national park is the inclusion of an endurance Virtua Racing style Ferris wheel plus a colossal roller-coaster a bit later on.

The style is a good mix of both Sega Rally and the more colorful Daytona USA, and it's designed to be something of an intermediate track between the medium and tough tracks of the original.

At the moment, details concerning the final, fifth track remain up in the air. It's called Desert City and... er, that's all we know at present. Watch this space (well, not this one, but the next one) for a full



**COMING SOON**

revelation-paced Daytona style feature. By the way, rumors are emanating from Japan of a hidden track along the lines of Lakeide in Sega Rally. In fact, wouldn't it be brilliant if any of the Rally tracks made a guest appearance in the new Daytona (that's our idea by the way, don't think that we're hinting that they're actually doing it, but the mountain route would be amazing).

**MUSIC, MAESTRO, PLEASE**

After the European release of Daytona USA, Sega UK received many letters from purchasers of the game who were mystified by the inclusion of what seemed to be somewhat "inappropriate" music. Obviously, the karaoke-style music wasn't to everyone's liking (even though we've grown quite fond of these B-Univ originals) so Sega Europe's in-house musician, Richard Jacques was assigned the task of reworking the classic tunes. Nobody is likely to be upset with what Mr Jacques has accomplished. Everyone of the main tunes has benefited from a dancy remix, capturing the melodies of the old tunes but getting rid of the singing (for the most part) and introducing some excellent house-style drum loops and even a bit of drum and bass. The addition of two extra courses has given Richard the opportunity to score his own music and rather lovely it is too. The worldwide suggestion that is Sega obviously agrees. Although they have their own musicians producing their own music for this important release, at least three of Richard's songs are definitely going to make it into the final game. European gamers get to appreciate all seven of Richard's works in the final release and having had a bit of a sneak preview at Sega HQ, we don't think anybody is going to complain about his work. And if as planned, the original tunes make it to the final



Richard's version of 'Rushmore' is the centerpiece of the course normally before the three established tracks. A safe bet for the original staff really is a good idea.

The same high level of talent was in the original Daytona... with another studio we better attempt to top it.



However, the new cars, tracks, combine with 'untouchable' to make a game

version, arcade games should be sorted out as well. In fact, there are plans for you to be able to choose which music should go with which course. Now that would be excellent.

**AND THERE'S MORE... LIKE A TWO-PLAYER MODE**

The biggest question mark hanging over the game concerns the new cars. Just like the 31X Virtua Racing Deluxe (also coded by the CS Team: non-so-incidentally), this game features several new types of car in addition to the extra tracks. Four different types are currently scheduled, although only one has been programmed in. The original Gallop car is scheduled to reappear in addition to the Hornet pictured here. Two other classes of automobile are also going to appear. What they are and what they do remains a closely guarded CS Team secret.

Other things to look forward to include just about everything that made Sega Rally as great as it was. The biggest news is obviously the split-screen two-player mode, although the inclusion of a ghost mode is also a great idea.

At the moment Daytona GC's option screen bears an uncanny resemblance to Rally's, so you should have a pretty good idea of what else to expect on that particular



For more info on the new cars, tracks, and everything else that's new in the game, turn to our track 'n' track 'n' Superstar feature. From a visit to the new Daytona Park track.

Combined with the difficulty adjustments, that's all you need to know.

**THE CS TEAM INTERVIEW**

DAYTONA CHAMPIONSHIP CIRCUIT EDITION IS THE WORK OF SEGA OF JAPAN'S CS TEAM, WHO SPECIALISE IN PRODUCING EXCELLENT SATURN WARRIORS. THEY WERE THE TEAM BEHIND THE CONVERSION OF SEGA RALLY (WHICH NO-ONE HAD ANY COMPLAINTS ABOUT!) AND ONCE AGAIN DIRECTOR KYUSUKE HAYASHI IS HANDLING THE WORK ALONG WITH SELECTED MEMBERS OF THE SATURN SEGA RALLY CONVERSION TEAM. THE TEAM ARE EXTREMELY BUSY PUTTING TOGETHER THE DAYTONA GAME AS WE SPEAK AND TIME IS VERY LIMITED. HOWEVER, THANKFULLY THEY WERE ABLE TO SNIPE A FEW MINUTES TO ANSWER SOME QUESTIONS PUT TO THEM BY OUR JAPANESE EDITOR, WARREN HARROD.

**SSM** What is the main difference between Daytona USA and Daytona Championship Circuit Edition (DCEE)?

**CS TEAM** We redesigned all the courses with new modelling and improved texture mapping. We've tried to make DCEE match closer to the original arcade version.

**SSM** Which modes are you going to include in DCEE? Will any from Rally be included?

**CS TEAM** At the moment there is definitely going to be both a two-player mode and a ghost mode. Other modes are possible but we haven't decided on them yet.

**DCEE** is the upgraded graphics, the various new modes and the enhanced realism of the car handling.

**SSM** Is the two-player mode split-screen, link-up, or both?

**CS TEAM** The two-player mode will be split screen not via a link up cable. You can also play with another person by using X-Boxed however this will still be two-player only, it won't allow a four-player mode.

**SSM** What is the biggest difficulty with the two-player mode?

**CS TEAM** The main problem is the number of polygons. Even though each screen area is half the size the two-player mode still uses a lot more polygons.

**SSM** Did you have to design any new features?

**CS TEAM** No, all the graphics are based on Sega Rally.

**SSM** Are these elements included in Daytona that have come from the forthcoming Daytona 2 for the arcade?

**CS TEAM** At the moment we can't comment on that.

**SSM** Will there be any hidden features, like the ones from the original Daytona?

**CS TEAM** We haven't decided yet.

**SSM** Is the music going to be changed?

**CS TEAM** We're still considering whether or not to change the music. [Since the interview this has been confirmed - see the main text - SSM.]

**SSM** How many cars are there? Are there any new or special cars?

**CS TEAM** Details about the cars in DCEE have yet to be fixed so we can't comment on this at the moment.

**SSM** Will there be a creationist mode?

**CS TEAM** No, there won't but you'll be able to alter the car mechanics by changing wheels and suspension strokes.

**SSM** Is it compatible with the new analogue controllers?

**CS TEAM** Yes, it is.

**SSM** Why did you choose to make a new release of Daytona?

**CS TEAM** We thought the game had unused potential so we wanted to add new courses and various modes and release an improved version.



...the high contrast, a 256 colour palette.



The Japanese version of Daytona 2 for the Saturn is a...  
...the high contrast, a 256 colour palette.



The CS Team Director, Kyusuke Hayashi (the man behind Sega Rally) is bringing his experience to bear as Daytona Championship Circuit Edition.

**SSM** What are your plans concerning the number of courses? Are you just concentrating on bettering the three originals or are you adding any extras?

**CS TEAM** Yes we are. We're going to add two new courses to the original three courses that were in Daytona USA. So there'll be a total of five courses available.

**SSM** How do the graphics in DCEE compare to Daytona USA and what was your biggest difficulty with the new graphics engine?

**CS TEAM** We've rewritten most of the graphics to improve the visual appearance of DCEE. Balance is the most important part of redesigning the graphics as we still need to maintain speed and gameplay.

**SSM** How has the gameplay changed in DCEE?

**CS TEAM** The gameplay hasn't changed at all. It's still the same as Daytona USA. The main features of

# Street Fighter

## ALPHA 2

© Capcom Co. Ltd. 1992, 1993, 1994, 1995, 1996.

Daigo, although an established Street Fighter 2 personality, is kind of new to the Alpha series. Here he's letting off a smattering of a Toga infame.

Ken returns to Street Fighter Alpha in this installment. Ken's usual and she remains pretty much the same - her Special reflecting power is more obvious.

One of the mainstays of the Street Fighter game - Ken and his... sorry Charlie, both characters remain pretty much unchanged from the first Alpha settings.



Remyia's return is easy to pick up - most of her moves are the same as Ryo's. Remyia, is available, she's just a bit different...



The Eastern Double Nature takes effect (again). There's an delay between techniques, allowing Sagat to chain Tiger Arises.



Ken gets reunited by his nemesis Daigo.



Daigo's Special beats into Sagat's.





A total of 30 characters to choose from - and there's more hidden in the European version!



The team shows off some of Capcom's extraordinary dynamic artwork.



The character Edward is even more powerful - it's the one you skip this Super Combo Pick.



Depth's level three Super Combo breaker - devastating indeed.



Capcom have piled us with only the very greatest of their arcade as the sheer brilliance that is X-Men and Night Warriors clearly shows. Now that I'm about ready to unveil their latest fighting street fighter Alpha 2, here are some exclusive pictures of the Saturn version to look at, plus some words about its development.

**C**apcom's Saturn development engineers is going from strength to strength, having clearly established themselves in the fighting game market. They are looking to further their reputation with a reinvigoration of their last notable hit, Street Fighter Alpha 2.

The question might be, just how can Capcom improve on their previous arcade games. Surely Street Fighter Alpha was the pinnacle of character-based? Well, no. The game actually had a fair amount of faults: there was a lack of background (hardly noted for Alpha 2) and a lack of characters to be silent. In fact, Super Street Fighter said its Turbo sequel had more characters to choose than Alpha.

#### FIGHTER FRANKS

All of this, however, has been incorporated into Street Fighter Alpha 2. Perhaps the best thing is that there are now 30 different fighters to choose from. All of Alpha's characters have been included, along with five new devastating warriors: Zangief and Shun'ei should be familiar to Street Fighter 2 veterans whilst Balazs was a hero from the fourth level of seminal Capcom combat legal fight (his SF series is reworked in Alpha 2). Fans of the original Street Fighter should recall in the fact that Gen has returned in all his battle glory, whilst people after something new should be quite happy with Sakon, the schoolgirl with her own set of combo weapons of all of Ryu's most powerful pure killing techniques.

One of Street Fighter Alpha's innovations which has been ingested in the Alpha series: These moves basically allow any character to involve any kind of technique used against them, but a throw. It was a tad limited in Alpha due to the fact that most characters either attacked high or low, meaning that

you weren't guaranteed a hit depending on what kind of event you were countering. All this has changed in Alpha 2, where you can now decide on two different types of reversal per character.

#### THE NEW CUSTOM COMBO

However, we've left the best innovation until last. As well as the Super Combo attacks from Alpha, the sequel now includes a new "Custom Combo" feature designed to further boost the pain-inducing power of your favourite character. By entering up Super Combo energy you can determine the length of an all-out super-speed combo frenzy. One unleashed, your character can chain together every move in his/her repertoire and use any move as many times as they want. The energy has ticks down, effectively giving a time limit on your onslaught.

This new feature is good for some characters - but not all. Newcomer Zangief is quite slow and even in Custom Combo mode he's easily dodged, making him look like a bit of a mule. However, use the new feature with someone like Gen and you'll soon be unleashing incredible combination attacks!

#### AND FINALLY...

It's features like this that make Street Fighter Alpha 2 the premier action-based fighting game in the arcade - and now, it'll be gracing the Saturn. The game is due for release in Japan on September 21, and we can reveal that once again Virgin will be handling the UK release. There was something of a disappointing delay in bringing the first Alpha to the British shores, but hopefully Virgin will pull out all the stops in releasing the PAL code in time for a Christmas release. At the moment, they've pencilled in an early November release, so fingers crossed...



Has Mima 'leaky' combination in selecting Ryu in "the early side" in Alpha 2?





COMING SOON



Chara's oversized look drops into Saturn.



A Super Smash Bros. character like this will be a bit more in the 2...

### LATEST CAPCOM NEWS

Capcom's commitment to the Saturn is beyond doubt, as a quick look at their forthcoming development schedule shows.

The big news concerns the new CPS-III technology which the company unveiled at a special show last month (see the news section for more details). This all-new hardware is being put to the test in an all-new one-on-one fighting game - *War-Zard*. Employing RPG aspects in tandem with the established combat formula, this has "winner" written all over it. Capcom told us at the special CPS-III presentation that *War-Zard* is definitely heading for the Saturn. Just how its awesome animation and sprite scaling will be converted has yet to be announced, although Capcom do profess an interest in developing for the necessary upgrade heading for Saturn...

Other titles to look forward to the fighting game inspired puzzle known as (not regrettably) *Parble Fighter* is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of *Resident Evil* is heading for Saturn. When we spoke to Capcom ERM (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...



The first-year action that is synonymous with the Capcom fighting game is at its peak in Street Fighter Alpha 2. Only small differences are evident between this and the role-up original. We have a closer!



The Street Fighter franchise is no potent at ever - And the Alpha 2 installment is shaping up to be the greatest 2D fighting game of all-time!



### HIDDEN CHARACTER CONFUSION

Seen that original Chun-Li character in arcade Alpha 2? What about the so-called "Evil Eye" or original Daikichi and Zangief? Not bad eh?

Well, it will probably come as quite a surprise to learn that (with the exception of original Chun-Li) all of the hidden characters were added at the request of Capcom of America and do not appear in the original Japanese version (Street Fighter Zero 2). This goes for the conversions too - so while the Japanese have to make do without the hidden fighters, us Europeans (and the Americans) get more fighters. *War-Zard* is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of *Resident Evil* is heading for Saturn. When we spoke to Capcom ERM (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...



Super Smash Bros. action slowly!



The military Anime-style character design finds a way into a Street Fighter title.



## THE CAPCOM INTERVIEW

QUITE POSSIBLY THE PREMIER THIRD PARTY FORCE FOR SATURN SOFTWARE, WE SENT OUR FINE JAPAN EDITOR, WARREN HARBOD, TO VISIT CAPCOM'S JAPANESE HEADQUARTERS TO DISCUSS THE STREET FIGHTER FRANCHISE AND THE FORTHCOMING SFGA TRANSLATIONS. WE SPOKE TO MR SHINJI MIKAMI, SENIOR PLANNER OF THE PRODUCER SECTION.

**SSM** Why was the decision made to make Chaining normal hits lower in Alpha 2 than in Alpha?

**CAPCOM** It wasn't our intention for people to have this impression. The reason may be because the damage levels for Alpha and Alpha 2 are different. When we were trying to get the balance of Alpha 2 right we only concentrated on Alpha 2. That's the one that's important. We don't really have to get the actual same damage as Alpha. In Alpha 2 some new characters were introduced, so in order to maintain the game balance we had to increase the damage for the normal hits. In addition, this time for Alpha 2 we wanted to focus on the input tests of the normal hits and not just the specials.

**SSM** Why was the random character select box removed? Was it unexpected?

**CAPCOM** No, it was because it wasn't necessary to use it.

**SSM** The secrets for the hidden characters and so on in Alpha 2 seemed to have been released a lot later than with Alpha. Was this a conscious decision on your part?

**CAPCOM** Yes, we did this on purpose. It's a simple story. When we first released Alpha on the market for the time-up all our secret codes and characters were discovered by the players very early and what happened was that it was all put on the Internet, and so the next day everybody knew about it. Of course, since the shops find out they all display the moves so it didn't take a lot of time to get to the general public. As a result of this we decided this time to make it more difficult.

**SSM** Does the 3rd Ryu secret character have a proper name, and what is the story behind him?

**CAPCOM** I'm sorry I don't know much about this character so I can't tell you about him. There are 3 hidden characters for the foreign versions. However, these are only for the foreign versions, not the Japanese version. They were chosen by Capcom USA. The evil Ryu character appeared in a comic published by Shueisha, but I don't know the story.

**SSM** To whom do the two secret backgrounds (Australia and Venezuela) belong?

**CAPCOM** Those don't belong to any secret characters. Australia appears when the player is Sagat and the final CPU boss is Ryu. Venezuela appears when the player is Maki and the final CPU boss is Vega.

**SSM** Is there a dramatic battle option similar to Alpha, and again when?

**CAPCOM** No, there isn't.

**SSM** Do you have any kind of special battle option instead of this?

**CAPCOM** No we don't.

**SSM** Are you expecting to do an accurate recreation of Alpha 2 in the PlayStation and Saturn as Alpha was?

**CAPCOM** Yes we are.

**SSM** Will there be a line of extension as with X-Men and Vampire Hunter?

**CAPCOM** Yes, we will have to cut the pattern of the characters. I can't say which characters will be cut at the present, but certainly for bug fixes and ones with a lot of patterns like Zangief there will need to be cuts. Other than that it will be an almost perfect conversion.

**SSM** How soon can we expect to see the conversion?

**CAPCOM** They were about 70-80% complete at the Tokyo Toy Show so they should be completely finished by the time of the Tokyo Game Show.

**SSM** Can you improve on the long loading time on the PlayStation version of Alpha, or is it unavoidable?

**CAPCOM** We're doing our best to overcome this particular problem but, it's dependent on the hardware and software libraries so there's not much we can do about it.

**SSM** Are there plans to release another Alpha game before SFG?

**CAPCOM** No, we won't be releasing another Alpha game before we release SFG.

**SSM** Will Street Fighter 3 be a 2D or 3D fighting game?

**CAPCOM** It'll be 2D.

**SSM** Can you tell us which characters will definitely be making an appearance in SFG?

**CAPCOM** Ryu and Ken are the only characters that I can say will certainly be in SFG.

**SSM** Can you tell us what hardware the game will be using?

**CAPCOM** That's a secret, but we'll be using a new board.

**SSM** Please tell us a little about SFG.

**CAPCOM** It's going to be the ultimate 2D fighting game. There'll be improved graphics as well as more animation patterns. Because we are trying a new board it'll become possible to use more colours and the

game will be able to zoom into and out of the screen. It's going to be dramatically different from the present SF series.

**SSM** You've already got a new Marvel Super Heroes and Vampire Hunter in development. Where does SFG come in your production schedule?

**CAPCOM** We'll probably release it within this year.

**SSM** What percentage is it complete?

**CAPCOM** Presently less than 50%.

**SSM** Does this mean you're not planning to make a 3D Street Fighter at the moment?

**CAPCOM** We are actually considering it presently.

**SSM** Are you waiting for the exception of Star Gladiator or would you need a much more enhanced 3D graphics system for SFG?

**CAPCOM** We haven't decided anything yet so we can't comment on specific details.

**SSM** Will the Street Fighter 2 series be continued, even after Street Fighter 3 is released?

**CAPCOM** For a short period we can continue together as separate games but, eventually Street Fighter 2 will be dropped.

**SSM** If Street Fighter 3 is so super can it be converted onto any of the current home consoles?

**CAPCOM** Impossible. It would just be too difficult. It would need additional hardware and great care. This is the major difficulty. There are other problems but, other than this they are all minor problems.

**SSM** How much have you learned from converting Street Fighter Alpha, Vampire Hunter and X-Men? In what ways will this help Marvel Super Heroes a better conversion?

**CAPCOM** It's related to the memory issue you mentioned earlier. We've learned how to cut the characters' animation patterns a lot better. And also streamlined the conversion process, and shortened the development time. From a technical viewpoint these are the two main areas.

**SSM** If animation is missing, will you consider a full animation cheat when both players choose the same character, as in Vampire Hunter?

**CAPCOM** Yes, we will. Unless both characters are the same then isn't any other way to get full animation.

**SSM** There is a great deal of difference between the loading times of the PlayStation and Saturn Capcom titles. For example, Alpha's loading times on the Saturn are a lot quicker. Why is that?

**CAPCOM** The PlayStation and Saturn have a problem with the use of their memory. In order to save memory we compress all the graphics to fit in, and so it takes a fair while to decompress the graphics data. As the PlayStation has less memory than the Saturn we have to decompress more and so it takes longer.



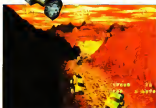
# HARDCORE 4 X 4

Take to the hills for some monster truck action!

DEVELOPER	GAME STYLE	SEGA'S OWN
Gremlin	Driving	Yes
Platform	It's an original title	
SEGA Saturn only	A limited version of Sega Rally	



As well as being more realistic than Sega Rally, Hardcore 4x4 also offers far more to the way it drives. Get your hands on one now, off of the shelves, for just \$49.99 a different way.



Hardcore 4x4 features some extremely realistic suspension action on the trucks.



**T**he huge four-wheel drive Jeep's B-Racin' vehicle became a bit of a fashion during the Eighties. Just why exactly remains a bit of a mystery. After all, these vehicles, like any other car spend the majority of the time sitting in traffic jams or crawling down a very flat motorway. I never saw any drivers suddenly veer off the hard shoulder to assault the countryside in search of a short cut, or bully cars tearing through suburban gardens, hedges, sheds and small children crashed beneath their mighty wheels.

“ Gremlin's main concern is to ensure that the vehicles handle perfectly... the graphics and animations are already looking very impressive. ”

Spurring this conservative attitude to motorizing Gremlin's Hardcore 4x4 is the way that the four-wheel drive vehicles react to the uneven terrain. Every movement of your truck is mathematically calculated according to real physics.

around a volcanic rockface, complete with flowing molten lava. As a result the emphasis is not so much on speed as your ability to handle the vehicle, making quick decisions about gears and all that stuff. That's not to say that Hardcore 4x4 is lacking in thrills. The game still revolves around racing against five other competitors, banging each other out of the way in the pursuit of victory.

To accentuate the realism Gremlin have included all of the traditional hazards involved in this kind of motoring. You could be stuck in the mud with your wheels spinning furiously to no avail, or travelling perilously along the edge of a cliff or maybe trying to stop skidding out of control in the snow. The truck comes in finding your way out of such traps as speedily as possible. For the more experienced driver there are opportunities on each of the tracks to take short cuts, provided you can handle the rougher and riskier terrain you'll be travelling over.

Hardcore 4x4 is still quite early in development at the moment; the programmers working on the Saturn and PlayStation versions simultaneously. Gremlin's main concern is to ensure the vehicles handle perfectly. The graphics and animation are already looking very impressive. Naturally, we'll keep you informed of developments in future issues.



The truck's movement on the ground is most impressive. The truck's movement on the ground is most impressive.



Hardcore 4x4 shows that British development on Saturn is most promising. Gremlin seems to be taking the way for the third party.



Quite obviously the most impressive part of Hardcore 4x4 (at least in this early version) is the way that the four-wheel drive vehicles react to the uneven terrain. Every movement of your truck is mathematically calculated according to real physics.



Sega Rally with truck? Good ol', but Hardcore 4x4 does have many more trucks.





### HMMMM, NICE DRIVING

Because there's more to Hardcore 4x4 than simply tearing about tarmac, the game includes a rating system pointing out the merits of each vehicle. This includes such things as traction, taking care for those especially tight bends, and gear ratio (what exactly this does I'm not sure). A vehicle's strengths are designed to correlate with its "home" course. The car designed to race on the Northern Siberia track for example will have excellent traction to grip the snowy surface. As to what vehicles you can actually get your hands on... well cast your eyes to the bottom of the page where all the available choices of transport are displayed!



A plethora of (open Siberia) hardcore racing action demands this captive gaze. This is shaping up to be a very cool game.



Unlike a lot of other racing games, Hardcore 4x4 has quite a lot of freedom regarding the route you take through the level. Some are easier, some are much harder (like in the picture above).



### CHOOSE TRACK Gobi Desert



As you might imagine, the track select screen gives you some idea of how the race will progress and what hazards you might face.

### TO BE THE BEST

Hardcore 4x4 features the usual range of racing options from practice through time trial to championship. The races are split into three classes which are based on engine size. The larger the engine the more impressive the car, but that also means they are tougher to handle. Just like the real thing, these off-road vehicles aren't indestructible meaning every crash will take its toll on the car's performance.



### KEEP ON TRUCKING

Hardcore 4x4 features a total of six different all-terrain vehicles, each of which has a "home" course where it's best suited and at an advantage over the other racers. At the moment there are five official options to choose from and the chances they're under might well be changed (because some of them sound a bit naff to be honest) but here they are:



# Tunnel B1

*Fighter flies! Holy crapes! They're all coming out the pipes! Aieeee!*

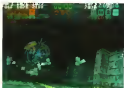
DEVELOPER	GAME STYLE	DEVELOPER'S WORDS
David Ross	Steel 'em up/shoot 'em up	Shooter
Team 17	Stylish original (like <i>Demolition Man</i> ) design concept.	
IGN: A- (3.5/4.0)	Rated with four guns and bigger weapons.	

**S**igmund Freud would have loved this game. In fact, Sigmund Freud would probably have had to set up his return and mentor in the toilet to "analyze" it properly, and have come out with a shaky leg. That's because, as the title suggests, this game is all about tunnels, one of Sigg's preservative concepts. Sadly, his metaphoric theory of tunnels (as dreamed about them, anyway) is too shocking to be detailed in a family magazine, but needless to say he'd be suggesting the whole of Moon buy a one-way ticket to the Fuxeslet farm they could find. Anyway, lucky for our German programmer friends most of old Sigg's worse (and ideas have since been discredited by clever people, so we can preview their game without recourse to their inner frustrations.

**“ These torturous layouts are populated with numerous mechanical enemies, from gunpost things to low-flying helicopter things, via various ground-hugging tank things. ”**

Tunnel B1 follows in the new cyber tradition of next generation games featuring floating cars. Without and Cyber Speedway have already had their crack at the Saturn and both of them delivered straight ahead turbo race games. Tunnel B1 is

different. It is, in a certain sense, a race game—but you're racing against time rather than computer opponents. We're not entirely sure what the reason for this is, but you can bet that as usual, these wily producers will have a ring good explanation for it. The idea is that you're trapped in a variety of dimly-lit subterranean leviathan-type caverns. These torturous layouts are populated with numerous mechanical enemies: from gunpost things to low-flying helicopter things, via various ground-hugging tank things. Perhaps not surprisingly, they don't want to be your friends. So much so that they've also erected huge roadblocks of barriers and exploding oil tanks, and they've sealed off all your escape routes. The only way to get past your new found enemies is to blast your way past. Fortunately all manner of heavy duty weaponry is up for grabs if you take the time to look around. You kick off the game with just the meekly regulated machine guns, as usual. How come no one in these games ever thinks to equip your vehicle properly? There you are, sitting in a high tech floating attack car with all these empty weapons floating all over the shop and does anyone ever consider placing a big missile launcher on your nose? De they heck no. No you've got to forage through abandoned enemy supplies hoping they've got something to fit. Well, nice



work! Mr. Quartermaster, that's all I can say.

Anyway, this isn't the only area where Tunnel B1 departs from the usual superfast hot mean lane. Your goal may be to reach the end of the level, but this isn't necessarily the end. Each stage is a maze of pipes, so crawling in each direction, and the exit could be any-

where. Luckily the one thing you do have of any use in your car is a complete map of every level. Simply pressing a button pulls up the wireframe blue prints, allowing you to work out where to go next. It isn't as simple as pointing your front end at the way out and hitting the accelerator, though, as various doors need unlocking, command consoles want destroying and so forth.

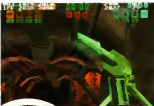
We have to say that Neon have obviously been hard at work getting Tunnel B1 to look as good as possible. The graphics are already amazing, and there's still a long way to be done on the lighting and explosions. From what we've seen it looks just as good as the PlayStation version. But we all know that in the end, it all comes down to the playability, and on that score we have to remain on the fence. There are still stacks of bugs left in Tunnel and the controls are a little bit the awkward side. So you'll just have to wait until next month when we give the game our full undivided reviewing attention.



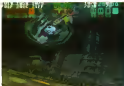
The pictures shown and to the left are beautiful illustrations of the many kinds of box to be found in Tunnel B1. However, it's a packaging firm's wildest guess about what they, as a typical writer, barrels and other obstacles proliferate.



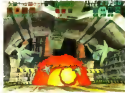
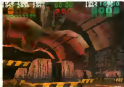
These big star-shaped things are the tails of your enemies. Not enemies.



The strange car thing above wants destroyin' as you see led by the arrows above its head.



Cortex shows how they got that helicopter down into this little tunnel. *Blitzkrieg!* jokers are again, I suppose.



We actually cheated to get all these weapons. They make the screenshots look neat.



## ROUTEMASTER

When we said that Tunnel B3 isn't like a racing game and requires loads of exploration, we were in fact lying. Some levels are like a racing game. You're given a set amount of time to jog it through the tubes, a tank which is replenished when you pass certain checkpoints. However, this still varies from the norm, as you're required to choose your route through the stage. See, wiring here into a dead end can cost you all the time you need to do. Use the map, lads!



It's best to see. Good, I'm really hungry. Just looking at that supper reminds me of saffix. Or cauliflower cheese. Or dumplings.



# DARIUS 2

Save the world from the giant exploding fish all over again!

PUBLISHER	GAME STYLE	ISSUANCE DATES
SEGA	Shoot 'em up	October
GENIUM	Based in the Saturn universe of the spot color-up.	
TELA, NOT JIVE	All the Borneo	

**F**ish are nothing but trouble. If you've the Queen mean. All those little bombs, y'know. For the rest of though, our piscine pals are nothing to be frightened of. Unless you're one of those mad divers down in a bathysphere amongst all the scary-looking weird deep-sea fish in the pitch blackness. I'd be cackling my pants at that little prospect. Anyway, the point is that fish have done little to terrify mankind since we crawled from their domains. In fact, other than occasionally leaving grey bits in their fingers, fish have been remarkably good to us. A lot better than, say, crocodiles. Or spiders. I hate spiders.

**“ The scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time. ”**

Well all this is about to change, and we don't mean that spiders will suddenly become nice and buy us presents. It means the fish are MAD, and they've called in reinforcements from another planet. Of course, long-standing readers of SSM will already be familiar with this scenario, as it's already happened once in the last Darius title for the Saturn. But you can't keep a good fish down, and it would appear that the scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time. And so it is that you, the last line of Earth's defence against the things that swim in the air, are charged with mankind's future. Again. We know it'd be nice to see a slightly different plot to this alien mass destruction sometime. Given



This may allow you to choose your route through the game. Like Gorfus.

that humans aren't exactly the most polite creatures on Earth, wouldn't it be better to have a game where you're the only surviving members of an attack force sent to blow up an extraterrestrial race? You could have war atrocity bonus levels and everything.

So right, there's these big robot fish coking down on yo' ass - again - and you've got to fly through numerous sideways-scrolling shooting levels to defeat them. So what else is new? Well, taking its cue from the many clever polygon games on the market at the moment, Darius 2 allows the player to change the view. Not by altering the camera angle as such, but by zooming into and out of the action. Want to play a one-inch tall shoot 'em up with six-inch borders at the top and bottom and tiny sprites you can hardly see? No problem. How about a muffle so close up you can barely see anything else on screen apart from your ship? Piece of cake. How about a carefully guided selection of views in-between for proper game play? Er... well, wait and see. Maybe.

Darius has been programmed by Taito, the same bytes responsible for the original Saturn Darius, so what they don't know about robotic fish warfare isn't worth knowing. What is old-fashioned as Werther's Original it has to be said that the last incarnation was pretty jolly so at least reasonable things are expected of this update. As we're always bound to say at this point in a Preview we'll keep you posted in a future issue.



(ABOVE) That's the very close-up view, so everything looks dead big. (BELOW) Everything is dead big, but far away.



## ZOOM SHAKE THE ROOM

The Saturn is famed for its spite handling capabilities. Well, perhaps not exactly famed, but certainly mildly well-known. Darius 2 aims to make the most of the awesome 2D abilities of the king of all home consoles - so it's being released for the PlayStation. No, not really, that's just our little joke. Please don't write in about it. Look, what we're on about is Darius' exclusive scaling abilities. Pressing either of the top two buttons zooms the screen towards or away from the player, allowing you to get close-up for more accurate shooting or further away if there's loads of stuff flying around you want to avoid. Have a gander at the screenshots to see what we mean. The furthest left shot shows the far away view, and the furthest right the closest possible view.



That massive sized thing is actually a kind of alien spawning. I think. Could be.





Available on  
Saturn and  
PlayStation.  
Coming soon to  
PC CD-ROM

# actua GOLF

**"The best golf game ever"**

PlayStation Plus



92%  
Total Saturn



9 out of 10  
PSX-Pro



4 out of 5 "The best PlayStation  
golf game"  
C&VG



8 out of 10   
PlayStation Star Player Award  
Official PlayStation Magazine

- Live interactive commentary
- Spectacular scenery using 3D technology
- Two challenging courses to fully test your golfing skills
- True playing environment enabling total freedom of movement
- Fully customised players and club selection
- Multi-player options
- Multi-view shot tracking and replay
- Save game options to track your improvement



Featuring Peter Alliss  
"The Voice of Golf"



# WORLD SERIES BASEBALL 2

*Second strike or home run?*

PUBLISHER	GAME STYLE	ISSUANCE DATE
SEGA	Baseball	Very new
PLATFORM	Takes up to top selling 32-bit	
SEGA'S BEST GAME	The most historical run with more new features	



**A**ny one who got our first demo disc away back when will have played a bit of baseball Saturn style. The first game was a very slick, highly addictive affair - it had a limited release over here, but it was huge in the States and deservedly so. In fact, it was so successful that Sega of America immediately commissioned a sequel. And here are some pictures of it.

The thing with Baseball is, of course, that just about every console reproduction of it is right on idea-ically to all the others. You get the same 3D view points, the same control method. All that seems to distinguish it is a different option. This new version follows the same formula, but the options are superb and although the gameplay is very familiar, the film rings are most impressive.

**“ This new version follows the same formula, but the options are superb and the trimmings are most impressive. ”**

You get a nice choice of stadia to run about on, you get some excellent 3D textured visuals. You even get some excellent changes of weather to savour along with night and day play. Marvellous stuff! In addition, the sound is superb too. The available commentary makes its presence felt, only this time you get an announcer to (who frequently interrupts the commentary - two people speaking at once is a first for the Saturn).

The game is right on complete and could even be in the shops by the time you read this. We'll have a full review in the next fine edition of Sega Saturn Magazine. If you do see it before the review, we'll say that it is quite possibly the best baseball simulation ever made - in fact, its only limitations lie in the sport itself and how it can be represented on console.



The view switches in the appropriate part of the pitch.



A variety of different stadia are available to choose from.



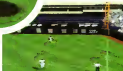
Another good thing about this licensed game is the different ground conditions. The ground looks like being a hit on the rough side really.



It's that traditional baseball simulation view as you step up to bat. Once you hit the ball, the camera comes out to show the entire pitch.



All the ball behind the line and this is the kind of action that is bound to grab you. The dynamic camera angles employed in the game are very good.



Even three "outs" have been called, the players stop from hitting to pitching and otherwise. As the picture shows sort of slow



## YOU... LOOK JUST LIKE ME!

From the very dawn of time, videogame representations of baseball have seemed extremely similar indeed. The same viewpoints, the same control method, the same everything. So in what way is this offering new? Well, the 3D-ness of it all is most impressive, as is the player animations. Also, the control method is significantly more advanced and easier to get the hang of. You also benefit from some "break" occurrences such as the ball striking the batter on the head, knocking him unconscious.





# TAITO CHASE H.Q. PLUS S.C.I. SPECIAL CRIMINAL INVESTIGATION



Traffic cops take it  
to the bad guys!

PUBLISHER	GAME STYLE	RELEASE DATE
Taito	Driving and Strategy	1997
Developer	The Taito Group	
ROM, RET. BOX	Language: English	1 2 3 4 5 6 7 8 9 10 11 12

# M

ost people's image of traffic cops tends to revolve around a bloke sporting a pair of white gloves, waving his hands about like some kind of cherry-aid rave casualty. But there's far more to it than that, as Chase H.Q. and its illustrious sequel S.C.I. (Special Criminal Investigation) will testify. Much of the time, the upstanding folks in this public service have the responsibility of chasing down the dirty cities with the help of some very fast and snazzy cars.

Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the likes of Sega Ages and Iron Arcade Classics as a CD with more than one game on it. The Sega Ages/Iron contingent can probably realize why as well... yep, what we're looking at here is another retro style assault on the Saturn this time from Taito.

Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the likes of Sega Ages and Iron Arcade Classics as a CD with more than one game on it.

Originally, both these games were popular at the arcade, creating a bit of a cult following in their time, and both of them share characteristics with Sega's much adored Outrun. The difference is, of course, that rather than racing for the hell of it, there's a suspect whose tail you're on. Once you catch up with them, bagging tracks and cars out of the way as you go, it's the simple task of ramming their prize, tossing 'em off the road and throwing the cuffs on.

In the sequel, S.C.I. things get a bit more elaborate with more enemies, and the chance to make use of a gun rather than simply a spot of car bagging. Essentially though, both titles follow the same idea with lots of windy courses through the city and the country, and plenty of other cars to nonchalantly bump off the road.

At the moment, Chase H.Q. is only available on import, and subsequently pretty expensive. However, the chances are it's going to get an official release. But whatever happens, we'll be reviewing it next month.



That's right, sucker! You thought you were the smart guy, huh? Well, you're gonna get smart with fifty years in the slammer, so think it over!



## ALWAYS ORDER CHASERS

In both Chase H.Q. and S.C.I. there are five sets stores in all, each of them involving a now and more cunning driver. To make things a bit more thrilling, each mission involves a timer which clocks down as you pursue your target. Fortunately, you also have access to a booster which gives your car a sudden burst of acceleration and then recharges, so you can whip past those sluggish civilian drivers.



As a traffic cop you get to drive a flash car.





### 32 BIT YOU SAY?

Yes, we know what you're thinking — this looks like a far cry from a 32 bit game, which in terms of the Saturn means it has to go under the official title of '16bit'. But onto from where exactly! If you're a long time arcade fan you could answer this one because both Chase HQ and its sequel S-C1 appeared on-compat. Those of you who at one time in your unfortunate lives owned a Master System could also point out that S-C1 turned up here as well! You'll also be familiar with how bad it was of course.



### AND THE DIFFERENCE IS...

Coming as a bumper double pack with both Chase HQ and S-C1 tucked onto its shiny disc surface you probably be wanting to know what's different about each game. The sequel's main improvement is that now you go bombing about the streets with a buddy who pops up from your top-down convertible (either that or he replaces his skull getting through the roof) to shoot at the escaping crooks. This involves a cross-hair which flashes red when you're on target. The sequel also has more in the way of action, with bikermen on motorbikes doing their damndest to obstruct your pursuit.



# THIS BITCH WANTS YOUR BODY



# Grid Runner

Flag collectors of the world unite!

<b>PUBLISHER</b> ◊	<b>GAME STYLE</b> ◊	<b>RELEASE DATE</b> ◊
Virgin	Party/Action	Autumn 1998
<b>DESIGNER</b> ◊	In remote apartment of north game designer.	
<b>IT'S A HOT LINE</b> ◊	People game throughout the world.	



(Above) The shot is taken from the very intricate and psychedelic later sections. One is propelled through it...

**W**hen man first ascended into the heavens, crafted in the basic shape of Yuri Gagarin, he had little idea of what to expect. Would he see God strolling back behind a blanket of stars? Might the universe dissolve, the planets colliding like serpents through the nervous system, milky ways weaving through every strand of DNA? Would he be greeted by alien life?

As it turned out it was none of these, but that shouldn't stop us from letting our imaginations roam excitedly into space. Virgin's Grid Runner sees it like this: when fathlings have reached the state of devel-

**“ As they move victoriously on to further games their opponents get faster and more cunning, as do the grids on which the battle takes place. ”**

opment where going into space is like a trip to the local newsagents, they pass the time with fellow space travellers playing a dangerous game involving grids, guns, a range of power ups and some childhood nostalgia.

The player starts off by facing a really easy opponent like Kook, a slow and cumbersome android. But essentially Grid Runner is a mixture of tag and run outs: proving that alien types the universe over spent their formative years in the playground. Players run around the grids looking for flags. The first player to any flag changes it to their colour and is in control with the opportunity to chase after more flags. It's then up to their opponent to tag them before they get to them. If they manage this the opportunity to collect flags passes on to the other player and their opponent now has to try and tag them. It might sound complicated but it's quite literally child's play—with guns and magic of course. The victor of a match is the player who collects the required number of flags.

A game like this can go on for hours if you've got two well-matched competitors, entailing some really quick thinking if you're going to exploit the characteristics of each grid. You'll also need a pretty good sense of direction to remember where particular flags are and the exact routes to them.

Grid Runner is shaping up into a pretty fast and exciting game. Obviously we haven't given it the full Saturn flag walk out yet which involves lots of strenuous hours staring heavily eyed at the screen, but by next month we'll have this one tucked away in our review bag.



(Above) When the arrows are stopped on, they explode sending the player blasting off in the direction they're pointing. It's important you remember where these are, as they set the traps if you are attempting to go in the opposite direction.

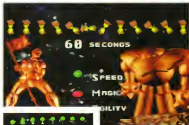


### THREE COLOURS

You'll notice on the screen shots that there are red, green and blue spheres dotting about the place. You'll want to pick up as many of these as possible because they improve your magic, speed and agility respectively. There are also four glass icons which each provide you with five seconds of a bonus round where more magic, speed and agility power-ups are on offer. Maintaining a decent number of these pick-ups is essential to match the opponents you'll face on the later levels.



(Above) Our grid-fighting pair are a real couple, doing all their space activities together. (Right) Here we see one of the grids in effect. If you want to bridge gaps, some quick use of your magical ability will enable you to try a blue square which you can then walk across. (Below) 68 seconds in the bonus round!



(Left) This is the display showing just how much speed, magic and agility you've acquired. It should go up considerably if you want to stand a chance against the more highly motivated grid-researcher who dominate later levels. Bonus rounds give you the chance to add to your power-ups.



SHE'S  
ALREADY  
HAD 3  
OF YOUR  
MATES...

A L I E N  
T R I L O G Y

SEPT '96



# letter

Well, I'm ASD and my armpits are really weaned!



**Meaning readers. And here, and boy am I thirsty. Thirsty for BLOOD.** Yes, that's right, since last month's issue I've been possessed by a demon zombie, and have joined the ranks of the undead. It's not a bad life, really. Well, unless. These's a bit of stalking the streets after the witching hour, the odd smidge of moaning and eye-rolling in graveyards - but other than that it's business as usual. So that means I still want to hear from you if you've got something to say about the Saturn or our magazine. Write to **DEATH COMES RIPPING MAILBAG, SEGA SATURN MAGAZINE, FERRY COURT, 90-92 BARRINGTON LANE, LONDON, EC2A 3AD.** We might give you a prize, like an eyeball or some ectoplasm or something.

## DON'T TRY THIS HOME

**HELLO SSM,**

Congrats on a top mag and all that. A few tips for us Brits who own the best console on the market. To get a slightly faster game of War first play a game on slow mode then switch back, not a great difference, I know, but it's there. Next instead of complaining about FM TV borders do something about it. This is easily done simply remove the back of your telly, you will see a circuit board separate from the main workings (usually vertical opposite aerial input). There are some small screws that adjust the width and height of the visible screen - alternatively get a kibble in it takes about two minutes and shouldn't cost more than a fiver but I'm not sure as I did it myself. Do not attempt this if you value your life, electricity hurts children's fingers and makes your willy shrink. TVs have capacitors in them to store power so are extremely dangerous even when unplugged! There, after that disclaimer I'm all. Please feel free to amend this letter as I'm insane and don't want any trouble.

*Lord Alan Dely, Crosshills, Leeds.*

**Why waste your money on sleeping pills when Liane here has found a sure fire way of killing yourself for now? Be warned, use small cinema - the known body is immune for its lack of resistance to many forms of nature. Sterility is one of these. Get a kibble in to fiddle with your screws if you must, but remember you'll lose about 50% of your normal TV picture in HD your Saturn screen.**

## THEY'LL TAKE YOU FOR EVERY PENNY

**HELLO SSM,**

Priced... Everybody keeps moaning about prices. Ultra 64 games from £66, Saturn and PlayStation games from £50, even Toy Story on the SNES costs a fortune, yay!

NO, if you have money to burn buying from high street retailers then more fool you, the Discount and Boutiques of the world will take you for every penny you have and you deserve it.

Surely my town is not the only one with a market and stores that sell second hand and new titles at greatly reduced prices. I recently bought Haxxor Dragonz 3 for £30 new and Baku Baku for £10 new also. The second-hand titles are even better are even cheaper and I have never had one problem with them, or know of anyone who has.

Also, if you get fed up with it, for a couple of quid you can swap it for another one at the same price, that's a bargain in my book. The message is simple. If you don't like what they charge then don't shop there. If enough people give these shops the cold shoulder maybe they will even drop their prices.

Cheers,

*V. Jackson, Epsom, Greater*

PS Found our end you can pick up a SNES with Mario Kart and two pads for £25, I reckon that's the cheapest in the country. Prove me wrong and I'll buy you a pint.



This is Panzer Dragoon Zwei, because you have obviously it is their letter for it to be here, but I'm not sure who, Bob does, sorry, whoever you are.

**Reader! Would you like a pint? Well if you can prove that you can buy a new SNES etc for less than £20 we'll give your address on to Mr Jackson, and he'll come over and buy you one. By the way, if you're trying to save money, don't buy your games off that dodgy kibble in the pub. He's no good.**

## COME ON SSGA, TURN US ON DEAR SSM,

In answer to your question in issue 16, yes I do think that Sega should advertise VCs on the telly, alongside Rally, Panzer Zwei and other top notch Saturn games. I have two mates who are contemplating buying a super console and they keep mentioning the bloomin' PlayStation. The thing is Sega's ads have kinda faded.

people, even though I know and Sega know what ace Saturn games are out on Saturn, and the best is yet to come! I can't understand why Sega haven't done more telly ads. Surely for a small investment (for Sega anyway) they know they could really turn things around. Imagine a really top notch telly ad showing the Saturn's power and quality of Sega only games. And of course mentioning Saturn will get most of the PS games also, it would really blow peoples' minds. Come on Sega - go for it! Can you at SSM in Future issue? It's as though UK gamers aren't as important as, say, Japanese where Saturn is top dog, but we are! We love our machines and want it to succeed. Come on Sega, turn us on, and a few other brights with £200 to blow them.

*Bob Moonhouse, Bejpet, Derbyshire*

**Thing is, Bob, that TV advertising is an expensive business, and before anything out the necessary a company has to be sure the campaign will at least make them their money back. It's a pretty-type thing, y'know. Mind you, that's why Atari never advertised, and look what happened to them. Hurry, Sega! Hurry!**

## STILL HAVEN'T SEEN A GIRL

**TO ALL THE LOVELY PEOPLE OF SSM,**

Oh listen to me, 'cause I have just come up with another exclusive idea following the Console Babe of the Year competition which you ruddy liked. I have Never Seen a Girl! In issue 16!

Daryl is not just there for the sake of being in a game. She wants to be a "Dress Up Daryl" competition. Personally, I think she would suit a Scotland kilt and a blue T-shirt with a picture of Wince the Pooh. But you could get the whole of Britain (Ireland as well) to draw and send in "My Kind of Clothes I Think Daryl Would Fit." What do you think? I think it's the second best idea in the world, following the Babe of the Year competition. See you old charms of SSM.

*EC Penguin, W. Ireland*





**Actually, that's not a bad idea. Come on readers, we're offering a free copy of ISM to whoever comes up with the best idea for dressing Dual. We want pictures, and - our imaginations aren't what they used to be thanks to all this playing of games. By the way BC, you might be interested in the next safehouse issue...**

**I TOO HAVE NEVER SEEN A GIRL**

**DEAR ISM,**  
I must agree with EC Penguin from N Ireland as well so I agree with his great idea of having a Console Babe of the Year. The only thing I don't agree with is Sarah of Virtua Fighter. I know she is nice but not as nice as Chun-Li of Street Fighter Alpha. Think of her as the mega babe of the game to be. Consider the game to be thrown down. Whoever challenges Chun-Li come forward.  
**Mega Chun-Li Fan. No address.**

**No no no, you said man. They're not real, none of them. Except that boss from out of Tomb Raider. She's lovely.**



**Not real? Please don't bother us any more with your "manic ideas" nitpick.**

**WE DID THIS THREE TIMES IN ONE WEEK**

**DEAR ISM,**  
I have thought long and hard about this, and have come to the conclusion to drop you a line or two. Firstly, I too have had several different computer games machines and also believe in moving with the times.  
I had the SMS and 30 games - quite a number! In fact I think so. And I decided to upgrade to the next computer I liked. Everybody was saying "PlayStation" but I decided to go my own way and get the Saturn, with no regrets, except -  
I had it for under a week when it decided to bugger up. Or so the shop where I bought it and two other stores thought the cause. The answer was "We will exchange the Saturn no prob." We did this three times in one week (a lot of mucking about). Finally I took the Saturn game which played up into the shop where I got the Saturn. No problem with the game, was the answer. Until we realised that my Saturn is PII, and the one in the shop is imported, with an in-built answer to the game had a fault in it and so shop here know about it except Sega Saturn in Brisbane. A lot of unnecessary running around.

I ended up ringing Sega in Sydney and sorted it out with a nice lady named Michelle Bell. Despite all of this stuff around I am still a proud owner of a Sega Saturn.

Thank you for taking the time to read my letter, and maybe you could print it as a thank you to Sega in Sydney. Especially a big thank you to Michelle Bell who took the time and effort to settle this awful/irate hassle. I also hope that Mylet will have the fault fixed and ready to sell a copy which works. Am thinking you kindly.

**Worms Linkach, Brisbane, Queensland, Australia**  
PS is there any way that we can have this great gift in the same month it actually gets with? The latest issue I have is issue 6

**So, you bought an import game and it didn't work on your official system, is that what you're saying? And you took your Saturn back five times because of that? And the shops actually went along with that? Himey, what a saga. It's almost like one of those soap operas your culture is so expert at producing. Still, being self-hatred (and headed) we're printing your letter so you can cut it out and send it to Michelle Bell with a love poem. If she's that nice I think you should marry her.**

**I WANT PERFECT OLD GAMES**

**DEAR ISM,**  
After reading last month's arcade winners pages I took me back to my youth sprinting down to the local

arcade and spending a week's pocket money in less than an hour. Back in the mid 80s computers (compared to today's machines) were pretty basic. I owned a C64, and conversions of these arcade classics weren't very good. This is where the Saturn comes in. This machine has far more capabilities and conversions onto the Saturn are mindblowing in comparison. Just look at V's and Sega Rally.

You at ISM are our mouthpiece and we need you to pressurise Sega into getting these games released. I understand OutRun and Afterburner are being released in Japan, so why are we being left out?

People who don't remember these games probably think you care if we have these games or not. But without the likes of OutRun we wouldn't have Sega Rally. I also think that OutRun is probably the only game that can seriously challenge the likes of Sega Rally, Daytona and Wipeout!

**Mark Andrew, Stoubsidge, WA Vic.**

**Caln yourself, Manly - we're not being left out. OutRun and Afterburner are scheduled for release in Europe this year. Plus Sega seem set on updating loads of their favourite old games. I'd love to see new versions of stuff like ISM&E and Alien Syndrome and all the other games I used to like back when arcades were holes of glue-sucking my mass would never let me go in.**

**WE'LL LOOK WHO'S BACK**

**DEAR SEGA MAG,**  
Well look who's back. Me! For the first time in years I'll get right to the point. Many years ago, when games were basically linear left-to-right platformers, I wandered in to Games to see why a crowd had gathered around the screens. What I saw was the most amazing game I'd ever seen up to that time. The speed was unbelievable, the graphics too good to believe, the music was unique and created some of the best atmosphere ever, yet to be equalled in my opinion. Yes, it was Sonic. And when I played it, I was completely unprepared for such freedom of movement and feeling of involvement. Basically, it was totally original and the sequels didn't even manage to recreate the atmosphere that the original Sonic gave.

Now, in '96, it seemed as though such a huge leap forward in originality and sheer innovative thinking would never happen again, as every ally had been thoroughly explored. Well that's the Sonic Team to blow away the boundaries again! It looks like we're in for something that is as far advanced over current games as the first Sonic game was over the ESN&S and Altered Beasts of yesteryear. I'm talking about NIGHTS, and I'm looking forward to the biggest step forward that we've seen in years. Total freedom of flight over the entire game! It's something I've wondered about for years, will before the Anagadrie was even thought of, and something that has never been used to full effect before. For most people, no game has delivered as much impact as the first time they played Sonic. Those who remember burning through their first loop at full speed will know what I mean. I think NIGHTS may actually bring back that unique atmosphere, and if it does then no-one will be able to compare. It's the stuff dreams are made of!

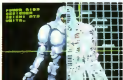
**Seyonax, Kodamol**

**Paul Johnson, VV Presidential Palace, Skopje.**

**Yes, well... you'll have plenty of time to keep thinking about that concept, Paul, because it isn't exactly in NIGHTS. Still, you've got to have a dream, eh?**



**Paul Johnson has written to us yet again. He's a bit funny in the head, that one, I reckon. He seems hellbent on not cutting off mail about everything. Well done Paul.**



**I need to love NIGHTS on the PlayStation. The third level was not in a main bit, and it was really messy. Full of some monsters, y'know. Eh, they don't make 'em like that one.**

# Q&A

This page looks all-new and spanky. And the content has actually changed just a tad this month as well. Normally Soga's very own Mark Maslowicz does the question answering around here, but as of this month our new editor Rich adds his own words of wisdom on questions that particularly apply to him. So what does that mean? Better, more authoritative answers, that's what. Now be off with you and get reading. Send all queries to **GOO-LIKE GENIUS Q+A, Sega Saturn Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

## I'VE BEEN PUZZLED FOR SOME TIME

Dear TOM,

- Please put your best to answer my questions as a few things have been puzzling me for some time. Cheers
- 1 Are Team Streets of Rage working on a Saturn project at the moment?
  - 2 Is Yujo Koshino becoming involved with Saturn development as the Saturn's Yamaha sound chip is so brilliant. Imagine what amazing sounds he could produce for the Saturn!
  - 3 Do you have any idea what Treasure are working on next for the Saturn?
  - 4 Are Capcom going to use a ROM Cart (as SNK did for KOF '95) to assist the Saturn for Marvel Super Heroes or is the technique SNK only?
  - 5 CVG seem pretty sceptical about the Saturn's ability to cope with the complex polygon structures in Quake. What do you reckon?
  - 6 Finally what frame rate is Virtua Cop's currently running at on Saturn?

Steven Ernie, Plymouth, Devon

1 and 2 Ancient (for the name) did the new Saturn. The game and its engine did the work. 3 AD They will say it that it is an action game. 4 Capcom have said that such a system is in the works, but isn't name a title. 5 You would need sound programmers to do it, but Saturn does it can be done. By the way, the polygon structure in Quake are very simple. It's all the lighting that slows everything down. 6 It's 30 frames a second, but far more detailed than Cop 2.



It would seem that the best for home-style games like Enhanced and, so, Doom is available with you lot.

## MORE LINK-UP STUFF

Dear TOM,

- Please post my letter as I have written thousands of letters and none have been written
- 1 In your Arcade Winners section you missed out Justice Park, Virtua Fighter 2, Alpine Racer, Alpine Surfer, Baku Baku Animal, Virtua Fighter Gals, X-Men, Virtua Striker, Nemesis, World Cucumber, Ryko, Sega Sports Fishing, Star Wars and Wing War. Do I get a prize?
  - 2 Do you (not Yu Suzuki) reckon that the Saturn could handle VTJ (5 graphics nearly as well as the arcade)?
  - 3 Why do you have rate all Ball-Frog games at 50 Hz?

- 4 Since everyone is complaining about the split screen mode on Rally, why not have a link-up mode?
- 5 Will Alpine Racer come out for the Saturn?
- 6 If NIGHTS is the Game of the Year why did Sega Rally and V2 get higher ratings?
  - 1 How do you work out the scores in Out Now? For example Johnny Beethoven got 55% and 1 out of 5 in Out Now but SF The Movie got 49% and three stars
  - 2 Why has your letters page turned red?
  - 3 Does NIGHTS compare to Mario 64? You's site mag CVG doesn't think so. Does V2 compare to Tekken 4? Fear either order mag Maximum doesn't think so. Please be honest and would you think the same if perfect translations of Tekken 2 and Mario 64 appeared on Saturn?
  - 4 Do you think the Saturn will survive Nintendo 64? Has the PlayStation or Saturn or Nintendo 64 sold the most?

David Lander, Somersham, Cambridgeshire

1 Yes we missed out loads but no prize for you sir, for having the audacity to include Name and Capes titles in your list. Obviously it won't be arcade perfect, but it will be much closer than most people believe possible. 2 Because they are good, although I wouldn't give Ill Omen 90% (but it is nice). 3 Indeed, why not? A new version of Rally will soon be released in Japan that allows for multi-play. 4 No. 5. Why indeed? All of them should have got 90%. 7 We'll sort that out shortly. 8 We've run out of white paper, but we've found some more now so it's white again. 9 It's all down to subjective opinions, but for the record, CVG's opinion is divided on Mario vs NIGHTS as was Maximum's opinion on V2 versus Tekken. Please read those magazines more carefully in future. I was the editor of Maximum and personally I think that V2 is far, far superior. Who invented the 3D fighting game anyway? Not Saturn. It was far more than just survive as our software line-up for this Christmas should prove. N64 will have a tough time in Europe, but most industry analysts expect N64 to have done more than Sega. Currently Saturn and PlayStation are about even on a worldwide basis.

## PROBING QUESTIONS

Dear TOM,

- I've had a couple of things printed in your mag. Please print the answers to the following questions next because I like seeing my name in the mag but because I like thousands of other Saturn owners, need to know
- 1 When will we see the first pics of Daytona Berlin?
  - 2 I've heard that you can only access Juggernaut and Magneta in the Japanese version of X-Men and not the UK version! How do you get the cheat to work on the UK version?
  - 3 When is the link-up cable coming out?
  - 4 Will Mana 12 Superhit support the cable?
  - 5 When is Doom coming out? And will it support the link-up cable?
  - 6 And finally I read in one of your back issues that

only print Saturn shots in your mag, so how come I (HORROR) on page 8) of issue 111 your Olympic Soccer review there is clearly a PlayStation pad in one of the shots?

Al Withler, Exeter

1 See this issue, young man. 2 Capcom are being a bit cheeky. Not only is UK X-Men slow and rubbish, they took out the contact cheat. Capcom BKO say it was a mistake that Juggernaut (or Magneta) appeared in the Japanese version and presumably they corrected that 'mistake'. Best? Hopefully before Christmas. 4. Hopefully 5. October. New and by all accounts H-DORS have link-up. Deathmatch action. 6. The version of the game that US Gold sent us to review was actually the Saturn version. It was a fault of the programmers. Just don't ask about GJ Lemmings...

## OF U AFRAND

To TOM,

After reading the base of CVG I got very worried indeed. There was all the usual reviewer's drivel about the Saturn but all the letters, editorial and staff was about the N64. I feel that we have already lost the console war here due to lack of advertisement. When the Nintendo 64 appears the word Saturn will mean nothing but the sixth planet from the sun. The top quality games such as V2 and Virtua Cop 2 will be released, but they won't be appreciated because everyone will be buying Mr Pac-Man 64 or Tekken 64.

Yours sincerely Jim White

Mal England

PS: When is Doom coming out?

Oh ye ol' little fuzzi! N64 will not be out here until later and even when it eventually does appear it will have many problems in Europe for numerous reasons (which I won't get into here). Sega will be advertising heavily in the last quarter of this year when sales are at their best so is our software. Saturn will get the best software - both arcade and original titles. It's the opposition that are beginning to wobble, not us! PS: There's more Doom this month.



Virtua Cop 2. It's heavily modified and should be a near perfect conversion.



“WITH my  
NEW Halifax  
ACCOUNT

i'm

Completely  
STUFFED”

Don't get stuck without your money, get stuck in! It's your money, so why not spend it how you like, when you like. A Halifax current account gives you complete control over your finances and access to over 8,500 cash machines, so your money's always there when you need it. And if you open a regularly funded account (to pay in your grant cheque or salary for example) before 31st October 1996, we'll even throw in an exclusive CD. Interested? You should be.

Call us free on 0800 30 11 10 for an info pack or pick one up from your local branch. Or get stuffed.

go mad, open a **Halifax** current account.

**HALIFAX**

HALIFAX CURRENT ACCOUNTS (BANKING) ARE SUBJECT TO SATISFACTORY APPRAISAL OF STATUS AND FINANCIAL STANDING. GREAT FACILITIES ONLY AVAILABLE TO RESIDENTS AND OVERSEAS GUARANTEED CREDIT CARDS. WE ONLY AVAILABLE TO PEOPLE AGED 18 OR OVER. THE STANDARD CASH WITHDRAWAL LIMIT AT CASHMACHINES IS £200. FULL DETAILS FROM YOUR LOCAL BRANCH. WRITTEN QUESTIONS AVAILABLE ON REQUEST FROM YOUR LOCAL BRANCH OR HALIFAX BUILDING SOCIETY TRINITY ROAD HALIFAX WEST YORKSHIRE HA1 1RY. THE PROMOTIONAL OFFER IS ONLY AVAILABLE TO PERSONS AGED BETWEEN 18 AND 29. OPENING ACCOUNTS BETWEEN 1ST JULY 1996 AND 31ST OCTOBER 1996.

# ULTIMATE VIPER

The waiting is almost over. Within weeks the UK version of **Fighting Vipers** should be on the shelves and take it from us: the game is **bloody brilliant!** This Showcase is the first of two which reveals the full depth of each character with their **full biography and moves list.** This gives you a big idea of just how excellent this **new AM2 brawler** really is...

In this month's edition of SEGA SATURN MAGAZINE, we've decided to deal with four of the eight Fighting Vipers. Detailed as these pages is everything you need to know about Bahn, Guice, Candy and Jess. Next month we'll conclude the activities with full coverage of Kazal, Picky, Sansum and Telle.

Understanding the moves list is pretty straightforward. If the arrow is outline only (not filled in), it means you just tap that direction. If it's completely black, you hold the direction down for a moment. In the method section, there are some conditions for that particular move. WALL means you need to be near the wall, BACK means you need to be behind your foe. Oddly enough, AIR requires you to be in the air as you perform the move and DASH means you need to be running (tap the direction twice to initiate a dash). By that token, CROUCH and TOP OF WALL should be pretty obvious...

Now, enough of this foolishness - let the action begin!



1 P-F-C throw sends the other Bahn flying...



Bahn doesn't seem that strong, compared to others, but they're certainly powerful enough, with lots of potential for floating combinations (see above).



2 Bouncing off the floor!



3 Bahn's body check is super-powerful.



Bahn's body check is super-powerful.



4 Flanking off his foe is sportswater style!

# MOVES



Billy has his own version of the Dragon Punch, which can be tilted straight into a spin.



Feeding her Piping attack like this.



Billy shows us how to use the Power Counter.



And gain extra damage while she's down.

Jagi's Grapple	○ ○ ○ ○ ○ P	L
Super Straight	○ ○ ○ ○ P	R
Body Check	○ ○ ○ ○ P + R	M
Elbow & Body Check	○ ○ ○ ○ P ○ ○ ○ P + R	MM

Grapple	○ ○ ○ ○ ○ P	M Float
Swag Elbow	○ ○ ○ ○ P	M
Iron Elbow	○ ○ ○ ○ P	M
Spinning Elbow	○ ○ ○ ○ P	M
Combo Elbow	○ ○ ○ ○ P ○ ○ ○ P	MM
Wing Assault	○ ○ ○ ○ ○ P	M Float
Wing Super Combo	○ ○ ○ ○ ○ P ○ ○ ○ ○ ○ P	MM Float
Tekken Kick	○ ○ ○ ○ ○	M Down
Hi-Bash	○ ○ ○ ○ ○	M
Hard Kick	P + R + R	M
Roll Kick	○ ○ ○ ○ ○ P + R + R	M Takes off Armor



Facing off against Jann, another simple to learn but highly powerful Viper.



Get over a crowd's head.



Flailing really works!

Wall Throw	P + R	Throw
Throw Down	○ ○ ○ ○ P + R	Throw
Beard Roll	○ ○ ○ ○ P + R + R	Throw
Atomic Grap	Throw P + R	Throw

Guard & Elbow	○ ○ ○ ○ P	M
Guard & Assault	○ ○ ○ ○ ○ P	M Float
Guard & Wing Asser	○ ○ ○ ○ ○ P + R	M Float

Stepping in	○ ○ ○ ○ P	Down
Recover Ball Kick	○ ○ ○ ○ R	Down
Punching Down	○ ○ ○ ○ P + R	Down

Feinting Straight	Back P	M
Shoulder Tackle	Back P + R	M
Back & Body Check	Back P + R	M
Feinting Knee	Back R	M
Sliding Kick	Back + or ○ or ○ ○	L

# SHOWCASE



Babe reacts from a silly Power Counter spook across the face.

Nearly the fighting spirit at?



Her's lateral near the feet.



A Power Counter dispatches the hapless Babe, sending the stage in around the.



**GRACE - SKATE QUEEN**

**CHARACTER SUMMARY**

Age 17 • Sex Female • Height 170cm • Weight 46 kg  
Specialty Leg Combo • Stage The Big Factory



**PERSONALITY**

One of the tallest fighters in the game, Grace specializes in leg-based attacks - her lean figure giving her great range in that particular department. In her High School days, she desperately wanted to be a figure skater and showed great promise. Unfortunately, after suffering a great betrayal at the hands of her coach/big friend, Grace gave up on her ambitions. Like Peiqi, she found that the skills she had learned were kind when it came to learning martial arts. Although seemingly cool, level-headed and intelligent, Grace draws on great anger as the basis for her fighting spirit. Although most definitely influenced by Sarah Bryant in relying on legwork and combinations, Grace has a great deal of new tricks up her sleeves, including some new kick combos and more damaging throws. However, she sticks to the Sambo tradition of being fast and hot and extremely difficult for even experienced fighters to reverse.



Grace is another character heavily reliant on striking finishing hits into her established combos.



Grace stands proud as another combo-based character (this) sets records in spectacular style.



In solid in the main box text above...



... Grace relies on the power of her legs...



... In this particularly simple combination...



... Shows quite clearly.



Like some others, Grace has a combination...



... Which begins with a couple of punches...



... Into a Power Counter, which is quite...



... Effective over a floor. As you see me.



1... It's not like attacks with a...  
... are dependent on where you start.

2... But, you can't finish it... you can attack your...  
... opponent from a...

3... And finish off the combo by grabbing your...  
... opponent by the scruff of the neck...

4... And finishing this into the finish is quite a...  
... brutal finishing move.

TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Ukesea	○PP	100	100
Ukesea	○PPP	100	100
Ukesea	○PPPP	1000	1000
Ukesea Blast	PPPPP	10000	10000
Parish A Kick	PE	100	100
Parish Cross Spin	P○K	100	100
Parish Double Kick	PEE	1000	1000
Low Parish A Kick	○PE	100	100
Hi-Kick Straight	EP	100	100
EP A Hi-Kick	EPK	1000	1000
EP A Double Kick	EPKK	10000	10000
EP A Break Spin	EP○K	1000	1000
Double Kick	KK	100	100
Ukesea Leg	KK	100	100
Canal Spin	○CKK	1000	1000
Canal Spin Grabber	○CKKK	10000	10000
Scissor Kick	○K	100	100
Front Roll Kick	○K	100	100
Jumping Front Roll	○K	100	100
Vertical Kick	○KK	100	100
Block Cytter	○○K	100	100
High Hi-Kick	K+K	100	100
High Hi-Kick Left	K+KK	1000	1000
High Hi-Kick Double	K+KKK	10000	10000
Grass Spin	○K+K	100	100
Grass Spin Combo	○K+KKK	10000	10000
BT Kick	○K+K	100	100
Battering Kick	○K+KK	1000	1000
Level Kick Chop	P+K	100	100
Break Punch	○CPS-CP+K+K	10000	10000



TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Tip Tap	○OP	100	100

TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Block Buster	○B+B	100	100
Sword A Tip Tap	○B+B	100	100
Combo Block Buster	PPB	1000	1000
King Combo Block Buster	PPKB	10000	10000

TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Straight Punch	BackP	100	100
Shoulder Tackle	BackP+K	100	100
Strong Kick	BackK	100	100
Sliding Kick	BackP+K or CK	100	100
Sliding Front Roll Kick	BackP+K+K	1000	1000

TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Wall Throw	P+B	1000	1000
Teat	○P+K	1000	1000
Grass Area Grabs Kick	○P+K+K	10000	10000
Prokamestair	○P+K+K+K	100000	100000
Back Drop	BackP+K+K	10000	10000

TECHNIQUE	COMMAND	WEIGHT	PRIORITY
Slapping in	OP	1000	1000
Spinner Ball Kick	OK	1000	1000



... is looking table...  
... leg combos.

... there's plenty of...  
... to try after you get there.



A floating combination meter will show you how well you're doing.



Head should be pretty happy to be on the end of that...



Although it's hard to see, Candy's leg stays in full view.



Candy's rolling leg stays in full view.



A pretty simple character really, Candy has some rather nice throws.



**CANDY - COSTUME PLAY GAL**



Age 16 • Sex Female • Height 180cm • Weight 50kg  
Specialty Get Punch • Stage Bayview

Is this girl suffering from psychotic self-loathing? As a normal girl living in Ark City, Candy has simple ambitions of being a fashion designer. However, after creating a radical rubber costume Candy's personality changes upon wearing it, turning her into a deadly, unpredictable fighter. Clearly she has no martial arts training in speak of, and this is reflected in her simplistic move list. She relies on simple, but combination-likes that require no skill, unless you say *Sanctus* or *Blade*. Candy is most definitely the hapless character in *Fighting Vipers*. Although there is some long-term change in mastering floating attacks, there's little skill in mastering all of her moves. The key to winning with Candy lies in mastering her low kicks and air-throwing techniques.



Fighting Vipers' headlocks all of the technical base-line Street Fighter 2 and surpasses on it. Look at the way that Poly's head holds Candy as she starts a bear hug.



Like Street, Candy is primarily a character based around FFWF style combinations...



...the combo being used against Poly, is a case in point...



...As Candy executes a flurry of punches, sending Poly flying towards the wall...



...Finishing off the combo with a heavy shove into the wall.



Like the Street, Candy has a fair range...



...or leg combinations at close...



This use of both at multiple levels...



...Making it difficult to block effectively.



"Combine all the best shooters  
ever played in one game!" EGM

# BLOW 'EM TO SQUID SPIT



# IN THE HUNT



SEGA  
SATURN

KOKOPELLI

T+HO INTERNATIONAL LTD, 4 THE PARADE,  
EPSOM, SURREY KT18 5DH

© 1994 T+HO INTERNATIONAL LTD. KOKOPELLI DIGITAL STUDIOS IS A TRADEMARK  
OF T+HO, INC. SEGA AND SEGA SATURN ARE TRADEMARKS  
OF SEGA ENTERPRISES LTD

TECHNIQUE / COMBO	NOTES	EFFECT
Get 1-2 Punch	PP	M
Punch & Kick	PK	M
Get Scratch	PPP	M
Combo Upper Cut	PPPK	M/M/Floot
Combo Low Kick	PPP K	M/L
Grutch Jab & Kick	O PK	L
Get Uppercut	OP	M Floot
Heavy Single	OP	M
Heavy Double	OPP	M
Heavy Triple	OPPP	M/M Floot
Mixing Get Upper	O O O P	M Floot
Ice Kick	(Break)K	M
Ice Kick & Scorpion	(Break)K	M Down
Ice Kick & Somersault	(Break)KO	M Down
Ice Kick & Seal Bore	(Break)K+R	M
Grutch Kick	O K	L
Leg Beat	O KK	L/L Down
Grutch Kick & Punch	O K O P	L/L Down
Whirl Kick	O K	M
Whirl Kick & High	O KK	M Down
Triple Low Kick	KKK	L/L Down
Scorpion Kick	CK	M
Somersault Kick	CK	M Down
Jack Knife Kick	K+K	M Floot
Seal Kick	O O K+K	M Down
Heavy Punch	P+K+K	M
Heavy Punch & Punch	P+K+K+K	M
Heavy Kick	O O O K+K	M/Loss Armour
Wall Climbing	(Wall, Air) O O P	(Bore)

TECHNIQUE / COMBO (WALL)	NOTES	EFFECT
Get Wall	O O P	M
Get Sliding	O O P	L
Get Wall Dive	(Top of Wall) O P	L



TECHNIQUE / COMBO (WALL)	NOTES	EFFECT
Block Boulder	CK	M
Guard & Get Zip	CP	M

TECHNIQUE / COMBO (WALL)	NOTES	EFFECT
Flailing Straight	(Shak)P	M
Shoulder Shake	(Shak)P+K	M
Shak Punch	(Shak)K	M
Shak Kick	(Shak)O or CK	L

TECHNIQUE / COMBO	NOTES	EFFECT
Wall Throw	P+K	Throw
Punch Press	O O P+K	Throw
Get Flip	O O P+K	Throw
Jumping	O P	Break Defense
Leg Through	O P+K+K	Break Defense
Heavy Aerial	(Max)CP+K+K	Air Grab
Back Grip	(Shak)P+K	Throw
Knock Drop	(Shak)P+K+K	Break Defense

TECHNIQUE / COMBO (WALL)	NOTES	EFFECT
Shaping in	OP	Down
Seal Kick Kick	OK	Down
Get Flip	O PPPPP	Down

Specialty	Value	Effect
Double Kick	PP	100
Low Spin Double	PP/CE	100/100
Low Spin & Uppercut	PP/CE/CP	100/100
Low Spin & Double Head	PP/CE/CP	100/100
Round Kick Double	PP/CE	100/100
Triple Kick	PPP	100/100
Power & Kick	PP	100
Power Kick & Uppercut	PPP	100/100
Ground Kick & Kick	CP/KE	111
Uppercut	CP	111 Float
Body Blow	CP	111
Body Blow & Punch	CP/PP	111/111
Scrabble Round Attack	CP/CP/PP/CP/PP	111
Sliding Kick	CP/Scrabble	111
Sliding Kick	CP/Scrabble/CP	111 Float
Low Spin Kick	US/100	111
Low Spin Double	US/100	111
Jump Thrust	CP/CP/CP/100/100	111 Take off Armor
Wall Slashing	100/100/CP/CP	(None)



Low spin kicks are a real pain in your heels.

Look at the brilliant levels of detail.



Specialty	Value	Effect
Power Smash	CP/CP	111
Spread Tornado	CP/CP/CP/CP	111
Jumping Heel Drop	CP/CP/CP/CP	111

Specialty	Value	Effect
Weak Straight	CP	111
Double Weak Straight	PP/CP	100

Specialty	Value	Effect
Sliding Straight	100/100	111
Slender Tornado	100/100/100	111
Dark Kick	100/100	111
Sliding Kick	100/100/CP	111

Specialty	Value	Effect
Black Punch	P+10	Thru
Black Punch (L)	P+10	Thru
Brain Buster	CP+10	Thru
Front Kick Breaker	CP/US/100	Thru
Dark Kick	100	Thru
Dark Kick	CP/CP/CP/100	Plus: non-jet down-right
Dark Kick	100/100/100/100	Thru
Back Kick	100/100/100	Thru
Tiger Tornado	100/100/100/100	Thru

Specialty	Value	Effect
Jumping Punch	CP	None
Scissor Kick Kick	CP	None
Punching Down	CP	None



**JANE - LADY SOLDIER OF FIRE!**

**STATS**

Age 19 • Sex Female • Height 160cm • Weight 110kg  
Specialty Punch Combo • Stage The Observation Deck

**DESCRIPTION**

The first character you face in the Fighting Vipers Tournament before the main boss, Jane is an athletic, muscular young woman who impresses all with her sheer determination and force of will. During her high school days, she trained hard with the intent of joining the Marine Corps. However, due to a freak injury she was not able to make the grade and instead was forced to make ends meet by taking a job as a lady soldier construction worker. She decides to test her strength and her fighting abilities by becoming one of the Fighting Vipers. Quickly deflating all opponents, Jane realizes that her best skills reside around her punching combinations, feet, dual and damaging. Jane prides herself on her super-powerful Tornado Kick - a devastating upward perfect for "floating" combination attacks.



1 Hit your opponent's knees with the powerful power of Jane's Tornado Kick!



2 After jumping it up to a better position, which Jane also demonstrates.



3 Hit the CP/CP/CP Kick

# HAVE YOU GOT THE METAL ...



Jane's distinctive power strike!



Surprising for a punch-based character, Jane is actually equipped with a series of throws for all occasions. Use all three before you're broken to get the ones shown above.



Puff and Saku gets it right to get away from the powerful brocade fist attack!



This P+Q grab can be followed up immediately with a P for an extra hit.



... she wants it flying! Look how far young Pika is sent by the sheer impressive force!



And why not Dash up with a lovely punch while that weakish brat is on the ground!



... Follow up with O+K for a final blow!



One of Jane's best throws, that.



TO ENTER  
**ROBO PIT**  
WHERE STEEL MEETS STEEL

SEGA  
SATURN

KOKOPELLI

T+HQ INTERNATIONAL LTD, 4 THE PARADE,  
EPSOM, SURREY KT18 5DH

© 1996 T+HQ/ALTRON CORPORATION. ALL RIGHTS RESERVED.  
KOKOPELLI ORIGINAL STUDIO IS A TRADEMARK OF T+HQ, INC.  
SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES LTD

# Rocket from the Crypt



*It's amazing that a title like **Tomb Raider** conjures up images of adventure in far-flung tropics, gamely battling against evil dabblers in the supernatural in a **Tales of the Gold Monkey** style. How different things could have seemed had it been called, say, **Grave Robber**.*

**A**n archaeologist has all the fun. They definitely come top of the list for glamorized professions. Forget the supposedly action-packed worlds of the police, doctors, fire fighters, pilots and spies, any kid with half an imagination wants to grow up to be an archaeologist. It's a known fact – and it must be true because I've seen it on the telly – that people who dig up old things get themselves into no end of scrapes. Look at Indiana Jones. One he's finished poking about at college lecturing students he'd be off to the Middle East for a quick fight with some Nazis before romping home with one or more legendary Biblical artifacts swinging the coys from his hat. Sam Neil (not, strictly speaking, an archaeologist) got to run around on an island pursued by giant real dinosaurs. Even those wild films like that strange "educational drama" series we had to watch at school found themselves at the heart of a mystery after uncovering some strange dragon statuette thing in Wilkie's. The Publicity Board of Archaeologists Anonymous should be congratulated on a job well done.

I used to want to be an archaeologist back at primary school, safe in the knowledge that my future was mapped out as a series of curses, bruisés and cursed bowls in ancient temples. I could be rich beyond imagining, although I would of course donate all my findings to the British Museum free of charge because I'll be so heroic. It was with this in mind that I visited the school careers officer, only to be informed that as an archaeologist I would spend most of my day crouching about on my knees digging holes in wet fields with a soft brush. I wouldn't even be able to lift a spade in case I damaged some important "artifact", such as an old Coke bottle or some secretly buried nuclear waste. The closest I would ever get to adventure would be avoiding knocking in dog crap whilst on my latest doomed bid to uncover a Viking Village in the Dales.

So heyay yay Tomb Raider. Whilst its glorious depiction of archaeologists as all-gung-ho and sexy and adventuresome stabs at my heart as it resurrects my thwarted childhood ambitions, it does at least allow me to play out my youthful fantasies without anyone getting hurt.

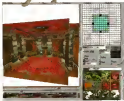


That wall needs shooting, or it'll go for your throat. Try not to kill the Moko, though, or you'll ruin the plot.

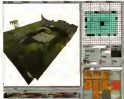


Lara never forgets the little ones. Not really.





This editing interface was used to produce all the dog moves in Tom's Raider. Don't ask us how it works, though, Dave.



- (1) These evil wolves have scented blood!
- (2) Lara uses her gun reflexively at the moment.
- (3) Both barrels blow at the dog earlier in the cut.
- (4) The last wolf stalks!

## THAT'S THE AIM OF THE GAME

Just about all of Lara's shooters come in pairs. Now in most games this sort of device is merely to make your character look hard, but in Tom's Raider it serves a real purpose. As you may have noticed, many humans have two arms which move independently of one another. Special joints (known as "shoulders") allow them to swivel in various directions, and even cross over one another. Lara's arms do just this, meaning she can aim at two targets at once. Draw the guns in the presence of an enemy and Lara automatically trains them on her foe. If there's more than a single threat in the area in front of our heroine they'll find themselves on the opposing end of a barrel, too.

Both guns are fired with the same button press. That's the adaptability of human beings for you.



This diagram shows how Lara's arms extend around to aim her guns. The hip joint is the pivot point where both shooters are trained at the same target. Lara can't aim behind herself.



## IT'S GOT JUMPING IN IT!

As anyone who watched the gymnasts while the Olympics were on would no doubt have noticed, some people are quite good at jumping. Game characters are often highly athletic in this area, and Tom's Raider provides the player with ample opportunity to leap about like Tommy Mallet in the Temple of Deers. Lara (like Tom's Raider one, not the cranking one) is able to spring all over the shop. The old forwards-and-upwards class is the most often used, but there are also backwards-and-sideways air-mil-eague things on offer. These last two are most useful in combat situations to escape the gaping jaws of your animal antagonists.



Surprisingly enough, Lara has to find a way to cross that bridge, Dave.



If the bubbles and floaty pose aren't clues enough, this is Lara swimming.

## IT'S GOOD TO STALK

Walking. We all do it. Apart from little babies. And other people who can't. So, walking - some of us do it occasionally when we can be bothered to get up from in front of the TV. You know, it's that thing with the legs. If you're not sure what we mean, Tom's Raider is an excellent place to educate yourself. Pressing the jumpy ones Lara to run in the direction held. A quick press backwards results in a skip back - useful when you've been surprised by a roving beast. Pressing the L button slows Lara's usual rapid pace to a slower gait for more careful positioning on platforms. The X and Z buttons are used to shuffle our treasure-hunting pal one pace left or right.



They're hungry for the wolf - and that's because they are wolves. Gods bless. Except that's a she, I think.



Some more screenshots from Tom's Raider! Alas!

## IN YOUR HEAD THEY ARE FIGHTING

Tomb Raider is thriving with wild animals out to eat you, so you'll need to defend yourself. Here's a rundown of the personal defense appliances the game offers you.



**PISTOLS** These are the tools you start your travels with. They're small and not that powerful, but at least they have the advantage of firing relatively quickly.

**MAGNERS** The next step up from the pistols are the Magners. Not big chunky ice lollies like you'd expect, these square-looking automatic pistols fire weighted shells which cause more damage than ordinary pistols.

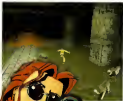


**UGS** A brace of mini machine guns comprise probably Lara's most versatile shooting cans. They fire at a million riles an hour, and are particularly useful against small flapping things such as bats.

**SHOTGUN** Strongly enough, only one of these enormously heavy rifles gets used at a time. It's slow to fire, too - but very powerful. Use it against bears and other endangered species you meet on your travels.



If this shot looks a bit high-res, that's because it is. Looks very shiny, eh? Well the real game looks like this too.



(1) Oooh - a locked door. However will I get through?  
(2) Hey! What a neat laser!  
(3) Whodda laser! I've opened the door! Too bad!



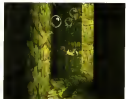
A vista, similar to the one in which our own Baby Jesus was born. Maybe it's the same one. You are an archeologist, after all.



A cave, similar to the one in which primitive man left his scrawly cave paintings. Along with numerous bones and skeletons.



(1) ARVH! A bear attack! In graphic detail. Don't try this in real life or you'll get totally eaten by a grizzly.



Magnifying pistols are very useful for killing things quickly, or killing lots of things at a time. In the game. Not life.



In hell, we men of adventure behave like a game character at all, unless you like porridge. And you're not.



What English branch of architecture is this? It looks like some kind of early Roman bath house structure, actually. With creeps.

## ONE-WAY TRIP TO SWIMSVILLE

Ah, the ice level. Old favourite stage of platform games. Not times change, readers, and games must change with them. It seems the old ice/mountain/chase level has given way to the modern pleasures of the swimming sub-section. Tomb Raider is no exception, and regularly asks the player to make like the fishes. The underwater bits are easy enough to play - pressing the jump button swims and the joypad steering controls are inverted. What makes it tricky is Lara's limited supply of air, indicated by a blue bar on-screen. Once this runs down you'll start losing energy, until you eventually drown by the neck until you are dead.





That red cross thing is a red-hill, which leads you.



Push it up and it appears in your inventory.



Just press a button whenever you want to use it.



Yikes! It tells your life bar like to fight another day!



**LAURA!** Another high-res shot we got direct from the programmers. And this one's got wings in it as well. **JOHN!** A sleek-type development illustration. Artists draw these things, known as "glitches", which then get used like big machine called "computers".



### LOOK IN

Camera angles and all new viewpoints are pretty much a constant in 3D games nowadays. Instead of going for the normal external camera point-of-view, **Tomb Raider** limits the available angles to those on offer to the greatest human being. Pressing Y allows the player to look around the room, moving around the area with the joystick, with the restrictions of Lara's neck taken into consideration. This comes in very handy for checking out how far a drop you're facing or where you're going to jump to next.



Look down at your own feet!



Or up at the ceiling above you!



Or around at the sides!



Or even down big things!



See, see, as fast as you can, you can't catch me! I'm the archeologist or man! And I'm a bit odd in this case without many clothes!



And quite frankly I'm going to take my leave something rather on these rocks. Why couldn't Core have given me more treasure!

### EVIL LUCKY PEOPLE ALERT

Recently **Cool Design** took a commitment of lucky journey out to the lovely country of Egypt and its burgeoning civil war. The spawny dogs on the **Tomb Raider** tour spent four days cruising down the Nile checking out the Pyramids, the Sphinx, numerous five-star hotels and the bottoms of many bottles of wine. If you're wondering why such an amazing gift to the team is being relayed in such a curly tone, it's because I didn't get invited. And a good job because they all get poisoned by the water. Ha.

Anyway, here are some pics of the journey gets who did get to go enjoying themselves while I eat my heart out.



# Paint the whole World with a

# RAINBOW!

Nostalgic coin-ops seem to be the order of the day and the Saturn has benefited from what must be the best retro pack ever! Forget the Namco Museums - the Taito Bubble Bobble double pack features gameplay mechanics even more advanced than many of today's 32-bit "next generation" releases. Hence this showcase feature, penned by Richard Leadbetter esquire.



**T**his feature concentrates mainly on the Rainbow Islands part of the double pack. Why? Because it happens to be one of the best games ever, that's why (Bubble Bobble is okay but it is showing its age). Describing just how ace Rainbow Islands is could take up quite a lot of space (even the review later on in the magazine) - Just take our word for it, the graphics might not be up to mark, but the playability is awesome, as we shall see in this lovely feature. But to begin with, here's the real scenario from Rainbow, as revealed in the original design document from Taito HQ.



BUBBLE AND BUBBLE, WHO WERE FORMED INTO "BUBBLE BROTHERS" BY A wizard, WENT INTO THE CAVE OF A WITCH SEEKING THEIR DISHEARTENED SISTER RITTY AND PATTY. AFTER A LONG BATTLE AND FINALLY GETTING "SOME DREAMS", THEY COULD NOT BELIEVE THEIR EYES WHEN THEY SAW THEIR MOM AND DAD.

#### "Dad! And Mom!..."

TWO YEARS WERE COMING OUT OF MOM AND DAD'S EYES. BOB AND BOB WERE SO HAPPY AFTER SAYING THEM, NOT ONLY RITTY AND PATTY, BUT ALSO THEIR MOM AND DAD. ALL OF A SUDDEN THEY WERE BACK TO NORMAL AGAIN.

#### "Son, thank you..."

BUT THEY WERE NOT COMPLETELY SATISFIED UNTIL THEY FOUND THE REAL ENEMY STILL HIDING AND WAITING FOR BOB AND BOB. THEY SAW THAT SOONER OR LATER THEY HAD TO FIND HIM. MANY YEARS WERE PASSED. BUBBLE AND BUBBLE GREW UP TO BE FINE BOYS WITH POWER OF "MAGIC BUBBLES" GIVEN BY MOM AND DAD. WHEN THEY WENT BACK TO THEIR BIRTHPLACE TO SEARCH FOR TREATMENT, THEY BECAME INVOLVED IN A BATTLE.

THEY WENT TO LOOK FOR THE REAL ENEMY, "THE PRINCE OF DARKNESS". HE HAS A LARGE FOLLOWING WHO ARE IN BUBBLE AND BUBBLE'S WAY. THE FINAL DAY TO FACE THE PRINCE OF DARKNESS GAME. WHY DON'T YOU PLAY THE GAME TO FIND OUT THE SECRETS ARE WAITING TO BE DISCOVERED. THERE ARE MANY PUZZLES YOU CAN CHALLENGE! WHO WILL BE THE REAL WINNER?

So what does this all boil down to then eh? Basically the means that you have to scale the vertically scrolling platform and collect items, using your rainbows to kill enemies, bridge platforms and collect items. It's that simple really but utterly brilliant to boot. The game would be worth it with Rainbow Islands alone, but with Bubble Bobble included in the package too, it's brilliant!



They're dragons in Bubble Bobble, not Bob and Bob morph into bats with a sad follow once in the sequel.



The water level causes some problems if you hang about.



Stick up these rainbows and bring 'em crashing down.



Later levels have less platforms to use.



Building up a chain of three rainbows increases your destructive capability as well. They're really a power-up to give you 100% rainbows in fire - but it's very hard to land.







By jumping on that top rainbow, Bob can begin a cascade reaction which brings down all of the others.



This is the big island, which demonstrates quite well how much more colorful the graphics get as you progress into the game.



The link is more colorful for the dark third island.



Graphics scale rainbows too.



Crash rainbows on the boss for multiple hits...



And reap the fruit (jewelry reward) seeds.

## THE NEW-LOOK RAINBOW ISLANDS

Anyone who has played *Rainbow Islands* before might have noticed that there are two very different looking versions of the game on these pages. To satisfy the arcade purists, *Archie* have commissioned *GrainGold* to include a perfect rendition of the original coin-op (which they converted to great effect on the 486 8 and 16-bit machines). This has very simplistic graphics and doesn't really do the Saturn's capabilities justice, hence the inclusion of an all-new "revised" edition that includes some lovely parallax scrolling plus completely redrawn sprites and backgrounds which use more of the Saturn's colours.



## I CAN SLING A RAINBOW

From the looks of the screenshots, *Rainbow Islands* could well seem to be a very simple platformer game. You'd be wrong. The key to the game's brilliance is in the use of the rainbows, which is revealed in depth right here.

### PLATFORMS



Bob can walk up rainbows and use them as platforms once they're less steep. Essential for the later sparsely platformed levels.

### OBJECT COLLECTION



As soon as any object comes in contact with a rainbow either being created or destroyed, that object is collected.

### SPRITE DESTRUCTION #1



This is the cheap way of destroying an enemy sprite. Just sling a rainbow at it, it bounces in uncollected, but it's not very valuable in terms of score.

### SPRITE DESTRUCTION #2



This is the key to rainbow mastery. Sling a rainbow and jump on it. This collapses the rainbow, killing any enemies underneath it. Objects are collected in this fashion too.

### SPRITE DESTRUCTION #3



When you jump on a rainbow it collapses it, it creates a damage field slightly above the rainbow, killing all enemies and collecting all objects there too.



Each level has a movement pattern for you to learn. This guy (the second boss) is quite easy to defeat.



Once he's out of the way, there's a bit of a preparatory phase before the game switches between levels.



And that's how they are. Construct a rising rainbow slide and collapse it to collect all the objects at once.

The Rainbow Islands in *Shovel Knight* are split up into four different regions per island, before you reach that level's particular boss. We've put together a map of the last round of the first island, showing you the main features of the game.



Things get tough here.



Control those pitiful huns.



The further you get into the game, the tougher the bosses. This is the Wonder being well at the end of Toy Island.

**SECRET DOOR**  
Collect the secret gems to enter the secret door to reveal the presence of this secret door on the boss stage. You can avoid all boss confrontations by going through the door as and when you please.



**SECRET ROOM**  
Reached by jumping through the secret door. You get an extra treasure gem (in addition to the one you get after killing the boss) plus a permanent power-up (in this case, super-rising speed) which lasts even if you die or use a continue. Open up every secret room to gain access to two additional sets of four levels. By the way, trampling that hole at the top of the room could be advantageous.

**FRUIT, FLOWERS, BOOZE "M" VEG**  
The Rainbow Islands are a grassy-wooded-arcade's dream come true with a vast variety of different collectibles to pick up. They don't really serve much of a purpose other than to boost your stats. Typically, stuff just lying about isn't valuable, but items collected after defeating many certain gold coins score.

**WATER**  
If you dally for too long on the stage, you're punished by the land by this rising tide of water which is lethal if it rises above Bob's head. Each of the Rainbow Islands is afloat to succumb to this ever-irresistible and only by completing the game can you save the Isles.



**BOSS**  
Every fourth round you enter up against one of these critters. The energy bar at the top shows how many hits with your rain bow you need to kill off the chap in question. The spider is very easy indeed to defeat.

**BOB**  
That's you, that is. And that's one of your rainbows.

**ENEMY SPIRITS**  
The further you get into the game, the more of these attack. On this (the first) island, you shouldn't really have too many problems.

**BOO TRAINING SHOE**  
One of these pesky power-ups, the red training shoe boosts Bob's speed.

**RESTART POINTS**  
These numbered blocks last quite well, but once you've passed them you return to these points when and if you kick the bucket!

**YELLOW POTION**  
This is just as important as the red potion. Collect this to spend up the rainbow firing process. If you've got two or three rainbows and you don't have this power-up, your progress is slowed up considerably.

**RED POTION**  
Boosts the power of Bob's rainbow slinging. You start out by firing off one rainbow, but you can use this power-up twice to gain brilliant triple rainbow spraying capabilities.



## GEMS ARE THE KEY!

When you destroy enemies by using **Spittle Destruction method #1 or #2**, two out every three enemies change into gems (the third usually becomes a power-up). You can get plenty of awesome power-ups by finding the secret rooms and the gems are the key to successfully achieving this. Now? Well, collecting the jewels in order from left to right is how you do it... which is a lot more difficult than it sounds. All is revealed in a future tips section.



In **Merik**-style, the more enemies you kill simultaneously, the greater the points gained.



Spittle rain leads from above from level two onwards.



Single rainbows are essential for fly heads...



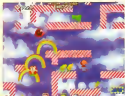
... as you can see in this picture-free zone!



Picture arrangements like this make getting all of the gems in order a pretty difficult task indeed...



... Although some stationary enemies can make the job easier on the later levels, kidding...



Bob's amazing death scene is shown right here.



Large scores become rarer as the later levels.



Some deceptively tough enemies here.



## AND BUBBLE BOBBLE TOO!

**Barbow Islands** (in its two different incarnations) is worth the price of admission alone, but this particular package includes a conversion of the game that started off the entire "Bubble" phenomenon - **Bubble Bobble**.

Compared to **Barbow Islands** it is a little unimpressive, with very, very simple graphics (and no random version) and single-screen play form action. Still, with its single yet addictive gameplay and simultaneous two-player mode (something that **Barbow** lacks), it's an excellent addition and makes the pack even more valuable.





SHOWCASE

YOU'D BE HARD PUSHED TO FIND A GAME MORE WELL-KNOWN THAN DOOM. THE FIRST-PERSON PERSPECTIVE, THE VAST AMOUNTS OF BLOOD AND GORE, THE WEAPONS AND THE DEPTH OF GAMEPLAY ALL WENT TO MAKE IT THE PC CLASSIC OF ALL TIME. AND NOW, AT LAST, IT'S MADE IT TO THE SATURN.

CHEER UP! IT'S...  
...DOOMSDAY!

**D**oom has acquired a devoted following through the years, something which is hardly surprising when you consider the fact that this piece of software from id was ground-breaking when it was first released on PC three years ago. It started off the whole case of the first-person perspective action game, and sequels were quick to follow, along with other games that used the gameplay principles like Heron (see the news story this issue), Duke Nukem 3D and new Quake.

It's something of a surprise then that it's taken so long for Doom to make it to the Saturn, especially considering it's been on the PlayStation for quite some time now. But made it it has at long last, and just to keep the purveyors happy after the significant delays in its arrival, it features both Doom II and Ultimate Doom, as well as the whole Doom experience wrapped into one neat adventure.

If you don't know much about Doom then you've probably been hiding out in a cave for the last five years watching a spider trying to build a web. You see it's known for example that Doom involves the player wandering about various levels with a variety of weapons at their disposal, shooting demonic mutants and trying to gain access to new areas with the help of colour-coded keys and a bit of luck now and then. Obviously there are plenty of pick-ups knocking about as well, which come in the shape of health, ammo, armour, sight glasses and the odd radiation suit.



Look at the guy explode, alright.



Spot the "secret" wall behind the rubble.

## IT'S ALL THERE!

The smart thing about Doom on the Saturn is the chance to play the game in a variety of its incarnations. So this game is far more than the original Doom - it's got just about everything from all versions of the game (bar the latest PC release, Final Doom). This means that Saturn owners don't miss out on things like the much-loved double-barrel shotgun from Doom 2.



Ultimate right at the end. In the middle you'll find



soon found that this was a real craftsman's tool of a weapon. After all, quality is better than quantity eh? Doom 2 was a lot, lot tougher than the first Doom [which everyone had scoffed by the time the sequel came out] and aerifies comfortably between Doom and Ultimate in the Saturn game.

### AND MORE!

On the PlayStation version, Williams added a range of new levels which have never appeared in any PC version of Doom. These are the mythical hidden levels of the super console versions of Doom and include some brilliant stages such as the Mansion and the excellent Clash Doom.

## YOUR ARSENAL

If you're about to set off on a highly destructive suicide mission, you're going to need weapons. Lots of 'em. Preferably high calibre, or maybe using sockets. Doom gave you such an arsenal: Flrs, chainsaws, pistols, shotguns plus submachine plasma weapons are yours for the taking. If you can find them. Full details on all ordnance, plus destructive power on the minions of hell will be found in the next issue of SGM.



Here's a nice, pretty neat montage of Doom action - direct from the Saturn version. Starting from the opposition in order to get some armour or load up (top-left). The machine gun amongst themselves (top-right). Run across one (bottom-left) and a secret area (right) the rock of hallowed (bottom right). Demons crumple under two loads of shotgun (see centre).



Bosses are in a most enthralling manner.



"Killing the Imp-God is beautiful!" In this explosive stage, the zombie soldiers aren't half bad.



Imp-Demons are as prolific as a light bulb.



Belphegor never flies over this come out, bro!

## WHAT YOU'RE UP AGAINST...

The legions of hell have swarmed to across Earth and Moon in the zombie behemoth Doom. As a hardened warrior, you're not quite used to this kind of opponent, but not assured two weeks of lead between the eyes from your

**1. ZOMBIE SOLDIERS** The common fodder of Doom. The soldiers can all be taken out with one shotgun blast, and come in two varieties. The pistol-packing zombies can't aim and have poor damage-dealing capabilities. The sergeants are more pushovers. They're a bit tougher, and their shotguns zip into you at close-range.



**2. CHAINGUN GUYS** A Doom 2 mascot that creeps up all through the Special Edition Saturn version of the game. The chargin' guys go down with one shotgun blast, but have a tendency to take in awkward places, opening lead all over the place. Once they have you in their sights, they're difficult to shake.



**3. IMPS** Stain-soaked homerich hellspawn. Imps like nothing better than gnawing on the remains of human corpses. Since you're the only human around in Doom, you're in trouble early. They like to close-range and let off fireballs from a distance. Imps also have a tendency to attack in groups. Watch out for the nightmarish variety later on in the game.



**4. DEMONS** Large, pink, ferocious teeth. Very hungry. Watch out for these qualities in these rampaging beasts. They can't hurt you at range, but once they're close, they'll have your face for dinner. Blast 'em with shotguns or take them down in a one-on-one toothy versus chainaw situation. Intriguing...

**5. NIGHTMARE DEMONS** Large, pink, ferocious teeth. Very hungry. Oh yeah, and semi-invisible! Aside from their eye-deceiving powers, Nightmare Demons are much the same as the common or garden variety. Don't expect them to cause many problems in the early levels, but when it comes to the later, darker stages, you could have lots of difficulties.



**6. PAIN ELEMENTALS** A horrific other-dimensional being. First introduced in Doom 2, Pain Elementals are large, amoral and intent on causing the maximum amount of hellspawn pain before killing you. Heavily, they also spew out Lost Souls at regular intervals and even when they die, they try to take you with them.



## MULTI-PLAYER: THE FULL STORY

It would be said that PlayStation has had its advantage over Saturn in its late-up gaming capabilities. Well, all of that is about to end. The Saturn line-up will be less out in Japan for reasons and actually come bundled with *Quake* (the first game to use it). Console hasn't exactly been quick to make use of this hardware, but it software based on their consoles. Better multi-player action, on both Doom and the forthcoming Doom future (due-up to publishing). So how does this affect the game? Good or...

### COOPERATIVE

Playing Doom in Cooperative Mode is basically the same as the one-player game, with one conscious difference. Your mate, lined-up in your Saturn, is helping the events unfold by your side. But as you people take up the Cooperative challenge, but in actual fact it's a whole lot of fun. The average reaches new levels with twice the amount of lead, plasma and rocket flying around the place and it's possible to "arrange" some of the more powerful weapons by



### DEATHMATCH

When id software created Doom, they created it with DeathMatch in mind. In fact, the multi-player game was coded up first, followed by the single player experience. So what's so cool about DeathMatch?

Well, for a start it's about having and being looked. Your quarry is limited, meaning that you can't just sit-gate the game logs or anything like that. Your opponent would be every bit as cunning as you. Every game is different and success is entirely down to skill, not money. The objective is simple: the levels are riddled of all monsters, and extra health, pick-ups and weapons are distributed around. Pick up the weapons and blast the hell out of your opponent! But if you have infinite lives and every time you get a kill, a "frag" is added to your score. You can see the best any time you wish, after which your kills are tallied up. The winner is (obviously) the guy with the most frags. It's that simple really.

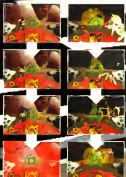




# MEAN MACHINES SEGA

EVERY  
SEGA GAME,  
ALL SEGA  
FORMATS,  
BRITISH,  
AMERICAN  
AND  
JAPANESE,  
PREVIEWED,  
REVIEWED AND TIPPED.  
WE ARE THE OFFICIAL,  
BIGGEST, LARGEST-  
SELLING AND LONGEST  
ESTABLISHED SEGA  
CONSOLE MAG.  
BUY US.  
JOIN US.

ON SALE 1ST WEEK EVERY MONTH



A visually pleasing character might not cause the same level of a threat, but it is, in fact that, in your eyes and mind.

The visual quality of the Machinehead are very easy indeed. They are just the real thing, but they're about a 'damned' level higher than the rest.

# RAGE

# AGAINST

# THE

# MACHINEHEAD

Obviously developed by heavy metal fans, Blam! Machinehead is the latest project to storm out of Core's Derby HQ. As usual, needlework is not on the menu. Rad takes a look at their latest blastfest...





That's it in the *Matrix Online*, this, that, but to be honest with *Matrix Online* [E] Core, which is the game. This is the *Matrix Online* Core itself, who is the master DNA nanotechnology. He's your main target. He should find the other way and meet him.



Blade II: The Game



Blade II: It's an in level. Wonder if there's a member who can't make it?



Blade II: It's an in level. Wonder if there's a member who can't make it?

**B**ack in the 1990s it was a piece of cake to come up with a good science fiction game. All you had to do was bring in a mad scientist with a secret formula and you were away. It's like up against a clashing opponent here with a clean jaw and a beautiful screaming female (preferably his own assistant) and all the essential elements of the tale were in place. You know where you were back then. Especially if you added a parasite anti-consumption storyline.

These days though, things have moved on. Tradition has given way to ditch, and today's passive consumers demand ever more complex plots to sustain their interest. As *Blade II* Machinehead aptly demonstrates, these days you have to have to have two mad scientists. Sheesh.

Blade II is what our movie-maker chums (if we had any) would call "high-concept." What's happened, right, is that scientists have invented nanotechnology, which is, like, really small machines and that. These machines are grown in tanks (because they're sort of organic and self-replicating, right) and make our lives better. Lord knows why I mean, how are you supposed to fit a whole load of clothing into a washing machine smaller than the head of a pin, eh? Anyway, there's this bloke called Callum Volder (it's the future, by the way, as if that cyber-sense won't have tipped you off) who programs the instructions for the toy machines, which is apparently a very menial and crap scientist's job. Although it sounds pretty complicated to me. Anyway, he tries to improve his life by implanting loads of microscopic machine things into his body to make himself superhuman, but his plan backfires. The little robot creatures replicate his DNA and then run around the world spreading and spreading and eating everything that isn't him until they've practically destroyed society within 48 hours. Lucky for the scientists of the Earth, they're holed up in a bunker under the ground safe from this biomechanical plague.

Two of them, Dr. Kimberley Stride and her assistant Oriole, have stopped celebrating their survival and laid off the NASA subsidized champagne for long enough to come up with a plan for retaliation. They've built a big moving cruise missile with a nuclear warhead, and they've appointed Callum (now known as the Machinehead for obvious reasons). All they need now is a human brain to guide the thing to its objective — the Machinehead head. Next thing you know Oriole has decided to bring, dressed her up in some penny gear for no apparent reason and strapped her to the missile. Guess which of these three characters the lucky player is saddled with controlling. Well, here's a clue — it's not either of the mad scientists.

## FLY! FLY YOU FOOLS!

Your floating launch carrier doesn't move like a normal car, or even 'plane. As a result the controls are a bit on the complex side at first. The D-pad rotates your craft anti- and clockwise and, to a certain extent, up and down. This makes it easier to aim all over the shop without flying around and performing complex turns. The A and X buttons accelerate forwards and backwards, so you can manoeuvre around the tertiary level targets without falling into chains the whole time. And, as if this wasn't enough, B and C slide you from side to side, to shove your opponents without being an easy target for their missiles. It takes some getting into, but once you have got the hang of things, *Blade II* moves most intuitively.



An evil stretched like the dust! A line for big dust!



These big helicopters are quite heavy. All them.

## THAT STRIDE'S GOT NO BLOKES ON!

Piloting a craze machine to destroy a God-like machine doctor unwittingly responsible for the almost total annihilation of mankind isn't as easy as it sounds, you know. There's more to it than just steering the tip at the mechanical bloke and ending him. See, Calico knows you're coming, and he's set up a whole range of fiendish devices to stop you. Roads have been destroyed, routes sabotaged, and reality distantly altered just to stop you (more on this later). Worst of all though is his army of grotesque biomechanical doots. These have taken on the grotesque forms withering in his subconscious (it says here), so the threats range from shambling zombies to giant robot spiders. Frankly they're all very scary.



Mechanical is absolutely riddled with grotesque enemies. Things start fairly gently with giant spiders and zombies, then progress to leeches, nightmare warriors, scary big dinosaurs, fire-breathing dragons, and some of the wildest possible madhouse pictured here. These are the hardest type of boss to kill. They will destroy you.



It takes awhile to get the Sabotrol here! I'm a-gonna ship you back online and thank you to the King Machine, ya B! about! See ya in the future, papered Sabotrol!

(NOTE) The terrain is fluid and can rotate your floating car at around. Some levels have fatal falls down cliffs or into swamps. Be very careful with your driving.



## LET FREEDOM RING WITH AN IO-STORM

The main aim of *Machinesthead* is to kill things. Don't feel bad about it — they're all mutated machines anyway so they don't really count. Plus, they've eaten all your friends, so they deserve it. Anyway, it'd be a shame to waste all the neat weapons *Blam!* offers the player. The basic armament is your chain guns, which are fine for mauling the weaker enemies. The bigger and more powerful ones may require one of your special weapons, listed below.

- 1. **FLAME THROWER** Long range but not too powerful jet of flame.
- 2. **MIRACLE** Straight-forward high explosive device. The most commonly found secondary weapon and very useful.
- 3. **ROCKET MISSILE** Not many of these around (and you can only carry so at a time), but they're aw. They lock onto an opponent, beep, fire, chase them and blow them up.
- 4. **PROTON CANNON** Like an energy firing chain gun. Highly powerful and well worth searching out.

- 5. **LOB** A proton grenade by any other name, this is a one-shot device which can cause lots of damage over a fairly extensive area.
- 6. **DISRUPTOR** Like the Lob, but even more powerful. I like this one.
- 7. **IO-STORM** A whacking great smart bomb of an electrical storm. This one looks brilliant but it's easy to waste when there aren't many enemies around.

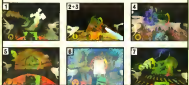
## MINE CARTOGRAPH SECTION!

I know about three people who have a strange obsession with maps. They collect them, and put them up on walls and things. And the credits to *Kart Racers* show an aerial map of London. This leads me to believe that maps are an important cultural phenomenon, so I applied *Blam!* Machinesthead for its inclusion of a map. But this is not an ordinary map. Along with the usual displays of where things are you'll find with maps, this electronic map updates itself to show where your mission objectives are. It even flashes the next hot spot to head for. And, just to be clever, it also shows enemy bullets. This last function is very useful, as play doesn't halt when you call up the map screen, so you're vulnerable to attack whilst your vision is obscured by cartography.



This is a map of one level.

This is a map of another level.





## ORVILLE — WHO IS YOUR VERY BEST FRIEND?

BlazBlue levels in its 3D-style plot, and it would be a shame if the loving attention lavished upon the storyline were confined to a rendered intro and the travelable end sequence. But Machinhead has no shame, because it updates the yarn every few levels with another rendered sequence, with Orville rambling his mad nonsense at you. This means you're kept abreast of the latest developments in your mission, and entertained at the same time. Unless you accidentally press a button and skip the sequence.



Wow, you, obviously the red duff and all, prevalent in BlazBlue is a clue as to the nature of life on Mars. Fascinating. Yes.

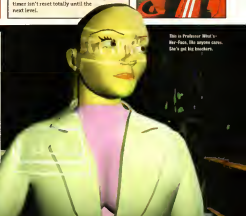


## TICK TICK TICK

As you might expect from a large bomb, the nuclear missile upon which you're perched is highly explosive. It's also primed to blow on impact, so you can imagine how fragile its little nose is. Thus it's wise to avoid getting shot at. Physical damage weakens the casing of your device. Should you sustain more than 8% exterior damage the atomic clock which regulates detonation is triggered. The countdown lasts thirty seconds, and if you don't find any extra energy in that time best it's boom-time. Plus there's still the danger of being shot to bits before you get the chance to explode with dignity. Should you chance upon a life up ion in your frenzied travels, however, the clock is paused — although the timer isn't reset totally until the next level.

## LIKE, TOTALLY UNREAL, DUUUUDE

This Machinhead Core block is quite powerful. So powerful that, despite being a dunderhead, he can wield reality to his will. The very earth of earth obeys his commands, keeping items essential to your success out of your reach. Luckily there are numerous Usability Stations around the level. Fill one of these with the requisite Usability Key and you'll alter reality to enable (or smother) things. Anyway, you'll be able to complete the next mission objective, by lowering the land and stuff. There are also Reality Keys, but they're like normal keys. They just open doors.



This is Professor What-to-See-Face, the anyone cares. She's got big bucklers.

# OUTRUN with the Devil

We do like our retro games here at SSM. It's the spirit of the age you know, the zeitgeist – looking forwards by looking back. Or something like that. We might just be old codgers. I remember when games were rationed, you know.



Woooo! Your red Ferrari zooms across it's level-by-extended scene.



taken the crown for impressiveness. However, there still hasn't been a home machine powerful enough to handle a perfect conversion of the Super Scaler games, well now if you thought the 8 bit Master System port-over of Outrun was impressive (which it wasn't), top a load of these ARCADE PERFECT Saturns shots



That's not really the way to treat a contained version of a £160,000 Ferrari is it eh?



Outrun was one of the first coin-ops to feature traffic that moved at different speeds. That adds to the challenge.



Keeping you up to speed is your rival. Should you get overtake by the, take out for his "take a little, put" heart.

One upon a time there were no such things as polygons. Well there were, but they were confined to the maths classroom and kept well away from the corrupting influence of video games. Technology didn't really have the power to harness 3D calculations at a speed that would allow you to fill a fast-moving game screen with them and keep everything animated. So back then smooth 3D effects were all handled by sprite scaling, the process of shrinking and enlarging graphics to make them look as if they were receding or approaching.

The king daddy chip set of the scaling scene was known as Super Scaler, and it was developed and used solely by Sega. Like Model 3 mini Super Scaler was responsible for a whole wave of awesome coin-ops which stunned players across the globe (except in Latvia. Apparently they couldn't have given two figs about it then, where it was known as Super Scaling). Anyway, Latvia aside, everyone else flipped, and with good reason. Nothing like this had been seen before.

Of course these days it's all been seen a thousand times before. Made 3 on the Super NES brought rampant scaling into the home and polygons have

## THE CABINET MINISTER... ALL OF IT

The one element of the Outrun "experience" you won't get at home is the thrill of the old cabinet. There were two styles. The one everyone liked was the sit-in plastic bezel cabinet which moved around,



following the on-screen vehicle. The second was a stand-up thing with a steering wheel instead of a joystick. It was nigh-on impossible to play, however, because the accelerator pedal was mounted on a swivel clapping floor board. So unless you were very good at balancing on one foot on a steep gradient whilst exercising perfect control of the other ankle you were definitely onto a loser.



Taking the far left route brings you into desert terrain. Things are very hard here.



In this game, the player has opted for the classic way right-left-right route through.



## YO, WICKED DOPE BEATS MY MAIN MAN

OutRun was the first game to allow the player to choose their own favourite soundtrack. This function has obviously been retained for the Saturn conversion, with all three tunes on offer converted pitch-perfectly for the home. They're kind of Eighties surf-pop electro cuts designed to go with the very lighties premise of driving a big sports car across America. Still, even now you'd say it's hard to think of a game which can beat the tune-funness of Ocean Breeze and Splash Wave (that's my favourite). Magical Sound Shower has the best name, but it's not quite as catchy as the other two hits. They should release Splash Wave as a single Christmas number one, I'm telling you.



## NUDGE NUDGE WINK WINK

One of the reasons I seem to remember me and my friends playing OutRun when it came out was because your pretend driver had a pretend chick in the car with him. This was the ultimate game accessory as far as we were concerned, and not until the new (and tragic) Highway 5500 has this been replicated. Of course, as is the norm with this kind of vague cheese-cake, she didn't really do much. Except have a fit at you if you crashed the car. Women, eh? Anyway, at least it isn't as sad as some of the letters we've been having recently about non-existent lasses from games. Some of you lot are treated, you know.



Space scenery in OutRun, but plenty of it.



The version of OutRun we've played in its Alpha "first playable" stage of development, but already it's virtually irradia perfect with all the music and everything. What is also good news is that the Saturn's memory contains all of the graphics, so not miffloading when you choose your route.



# OutRun



## THE LEFT-HAND PATH

OutRun may seem like an ancient relic from a bygone era, but there's a number of gameplay



innovations that the big games of today would do well to copy. Probably OutRun's greatest longevity asset is the ability to choose your route to the end.

At the end of each stage the road forks into two directions, each leading to a completely different look and background. Some are easier than others, so it's worth experimenting with different paths. There are FIFTEEN different stages in all (although you only need to beat five to win the game), and these end up at one of five different endings, depending on where you end up on the map. Some are funny, some take the mic. Colled the net!





# SEGA SATURN

# Review Index

Yo dudes! Elvis here from beyond the grave! How's it hanging? Is it hanging to the left? Or to the right? Or from the ceiling? Anyway, just a quick word to say that ever since I died on the toilet, I've taken a fresh look at life. Now I squandered it on the trail of rock 'n' roll excess and fatty foods. These days I take regular jogs around my closet and play lots of invigorating Sega games. They're my fave! I also like reading SSN with its funny bits and informative reviews. It's a heck of a heck of burning levelness if you ask me! Ho ho! Anyway, before I go I've just got time to tell you about this month's Reviews section. It's got lots of good games in it, including the brilliant Fighting Vipers on page 66! Heh amigos! Blue seeds shoes up your a-hole, ELVIS.

SEGA WORLD WIDE SOCCER '97	64
FIGHTING VIPERS	66
AGTUA GOLF	68
DESTRUCTION DERBY	70
BLAM! MACHINE HEAD	72
BUBBLE BOBBLE/ RAINBOW ISLANDS	74
HIGHWAY 2000	76



BY	DEGA
PRICE	£19.95
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

**F**or the first time in the history of English football, you'll be able to watch Italian international play club football this season. It marks the growing reputation of the Premier League as the place to be if you want to play top soccer. Something worth celebrating indeed, and one way to do it is play *Sega Worldwide Soccer '99*, the latest football sim to stake a claim on the Saturn's green and pleasant pastures. It's a worthy accompaniment to the real thing as well, proving itself perhaps the best soccer sim yet - even surpassing *Euro '96*.

The irony of *SWS '99*'s success is that it's based on Victory Goal, albeit very loosely. Victory Goal as you'll probably well aware was a pretty awful soccer sim, something that was due in no small part to the faults in the gameplay. With *SWS '99* it's exactly the opposite: the gameplay being just about the best I've seen in a football sim. The reasons for the fix in the realistic game logic and the speed of the action. For example, sometimes when the ball is lifted into the penalty area a sweeper might boot it clear, and other times the keeper might attempt to come off his line to collect it. This might sound like nothing special, but it's the way the players adapt to the situations that makes *SWS '99* so impressive. Like their real-life coun-

terparts, footballers in *SWS '99* can make mistakes, meaning you might face a goal-mouth scramble or a sudden break, all of which goes to enhance the feeling of spontaneity and excitement. This coupled with the wide range of moves players can pull off - short-pass, back-heels, one-two passes, etc. - means that there's a great amount of scope in *SWS '99* for diverse in-game action.

Although *SWS '99* doesn't use real players (which you can actually pull in yourself using the team edit mode), it does nevertheless include the full roster of international teams, each of which plays in consonance to the talents of the genuine side. Italy for example are excellent passers of the ball, the Brazilians have some great individual skill and the Germans maintain their tradition of ruthless efficiency.

As for the graphics and animation, these match if not surpass those in *Euro '99*. The attention to detail

is amazing, with every trap, flick and shot looking incredibly refined and believable. Obviously this makes playing the game all the more pleasurable especially when you string together some what passing or manage a scorching volley.

As is traditional in sports sims, *SWS '99* features all of the relevant post-play options in terms of stats and customizing options. There's the chance to tinker with your formation, sort out substitutes and even employ the coaching option. What this means is that whenever you press a certain button the players will put a set play into effect like a free-kick or the offside trap.

One of the problems with soccer sims is that you'll go and buy one only to find a better one released a month later, something likely to leave you a bit jaded about the whole business.

But worry not because if you do choose to chance *SWS '99* it will keep you more than satisfied for at least as long as the football season itself.



Get it? Cecchi of France. Of course, Cecchi doesn't exist as a player in real life. If you do want the names of the real players (then simply go to the player edit mode).



The defense is in a shambles! Sampdoria is through! It's certainly up for grabs now! Been to Wembley? It could be all over for England... Well, hold on. It's only the first half.

Do your right, you'll see one of the most spectacular attempts at goal in football. The classic trivela kick, Cecchi.





# Sega Worldwide Soccer '97



You might know Maradona as the guy who compass needs for lots of top films, but whenever he needs a bit of inspiration, he always enjoys a bit of a kick around with some Italian Inter-Deads. And good luck to his 1 way.



## LOOKS FAMILIAR

As readers of the main text will know, although Sega's '97 features just about all the way it would have been, the names of the team members have been changed. Now with the editing facilities available in the game you can change them all back to what you wish, but before you do, we suggest you check out the names of some of the Scotland and Wales players. SSM readers might find some of the abbreviations and nicknames slightly familiar...



The replay mode lets you see your most impressive skills from a different angle. Here the England striker clips the keeper.

The most comprehensive football game yet to appear on the Saturn, Sega Worldwide Soccer '97 combines dazzling graphics with some really sensational gameplay.



graphics	92	overall	94%
sound	90		
playability	95		
lastability	93		

BY	SEGA/AM2
FILED	CTDA
STYLE	PUNCH UP
RELEASE	OCTOBER



Yet another brilliant AM2 coin-op arrives on Saturn - direct from the labs of the world's greatest coders! In terms of fighting games, it's up there with the best, being a more arcadey fighting feast than the awesome Virtua Fighter 2. For the full monty, read on...



**A**re fighting games a dream come true for most people? After all - let's face it, there's nothing quite as satisfying as punching someone's face in, is there? The problem is, of course, that it's quite illegal and you can get banged up for it. And just in just before that rather unfortunate consequence... so that's the beauty of those 3D fighting games. They look incredibly realistic and you can realise just about all of your sadistic fantasies, plus no one gets hurt (because it's not real) and it's all good clean fun. Hoorah!

For the average Joe (or Joe-ess) on the street, AM2's newie goes one better over Virtua Fighter 2 and is a lot faster, a lot more brutal and rather than just knock people out of the ring in quite a fancy fashion, you can now smack their faces into the walls. Or through them, if that's what takes your fancy.

That's probably the first thing you notice about Fighting Vipers. The backdrops are a lot better than in VF2, with walls surrounding the ring (portrayed in bits and bobs 3D). The far buildings are still 2D but here it just doesn't seem to matter because for the most part, the wall obscures them. What's more, they don't just look

pretty - these surrounds serve a purpose. Rebound your foe on the wall to initiate some awesome combos or break them down with a brilliant flash and bang.

Fighting Vipers is far more of a gratifying experience to the average gamer than VF or its sequel. The game runs at a faster tick of speed and reason has been thrown to the wind in a feckless style, making those outrageous moves even more pleasing. There's nothing to beat the feeling of countering an opponent's move with a power technique and watching them fly out of the ring. The walls literally exploding as your opponent's hapless body smashes through. It's an antiseizable experience.

Vipers also improves upon VF2 by introducing armour to each player. Are you just going to bulldoze your foe into submission or are you going to strategically take out their armour and inflict more damage with less moves? The choice is yours.

Technically speaking, fighting Vipers is antiseizable. It features all the light sourcing and stuff that PlayStation owners have been enjoying on select titles and debuts the Toshikidens, Namco fighting titles

and what have you that PlayStation owners have to make do with. But what's important is that Fighting Vipers is so very close to the coin-op original. Bear in mind that the Model 38 board powering Vipers can display more polygons than Virtua Fighter 2 and you can just about appreciate what AM2 have achieved in pulling off a conversion as close as this. Yes, there are some small graphical compromises, but just like VF2 - once you've bought this, you need never go near the coin-op again.

In fact, it could be argued that the Saturn version of this incredible game actually betters the coin-op. The presentation skills that AM2 are famous for strikes back with had loads of brilliant options and modes including the ability to save off your best replays onto the Saturn's memory.

AM2 are a class act and are undoubtedly second to none when it comes to arcade games. And the Saturn conversions thereof, it would seem



As you'll see in the main guide that we've started in this issue, Sahn doesn't have that vast an array of moves. He's also a bit slow in executing them. The trade off? He's extremely powerful, so that's all right then.



Sahn's healing ball throw is full effect.



Grass and Candy - two of the Vipers ladies - take off in the Big Factory zone of the game.



This part of the game is missing some of the graphics from the coin-op.

Grass's power move rolls Fido off the list - remnants of life armour. These are some of the most spectacular moments in the game.

# Fighting Vipers



Armor breaking - how it happens and how it affects the look of the characters. As seen in the plus around this captain.



Side-on victory pose for Gandy.



A dramatic slow as Phly takes on the far more powerful Joe Gohart. Only his speed saves him for now - versus abilities.

## VF2 OR FIGHTING VIPERS?

The big question new Saturn owners should be asking themselves is, what to buy - Virtua Fighter 2 or Fighting Vipers? Obviously the best advice we can give is to play both games for yourselves and decide, but for default fighting game fans BOTH titles should end up in your collection.

Vf2 has the edge on its hi-res visuals, but Vipers' characters look more three dimensional thanks to some great light sourcing (try the update of both games is super smooth identical to the coin-op) and the sound's awesome too.

The real difference lies in the gameplay. Vf2 is a game of technical martial arts skills and requires a far deeper knowledge of the controls. Vipers is more of an accessible, speedier game and the inclusion of the fence allows different combination

methods than Vf2. Buy both games, but if you're limited by budget to just the one, the average gamer will probably get more out of Vipers whilst the combat game fanatics should probably go for Vf2.



## PLAYER SELECT



The lovely player select screen (above). Just give it some love!



The powerful Joe tags out Great with one of her ultra-range techniques.

Not another brilliant Saturn title to emerge from the labs of AM2. Far far better than Tekken and its ilk and more accessible and speedier than VF2. Simply amazing.

graphics	94	overall
sound	90	
playability	94	
lastability	94	
		<b>94%</b>

BY	CHRISTIN
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	OCTOBER

After the amazing success of **Actua Soccer** (converted to Euro '96 for the Saturn), Gremlin are **riding a bit of a high** with their sports sims. The arrival of Actua Golf heralds their bid to do with golf what they did with football. By the look of things they've succeeded.



**T**here's always two things to remember before buying yourself a golf sim: firstly that once you start playing you might be lost to the outside world for weeks, and secondly that you can look forward to a degrading relationship with your dad who'll insist on playing it just as much as you. Once you accept these twin realities all you've got to worry about is which golf sim to buy. Until now, this has been a bit of a toss up between Virtual Golf or Value Valley Golf, both decent enough but lacking the refinement of a truly class golf game. With the arrival of Actua Golf, future owners have the chance to sample life at an exclusive telly-only golf club, because the game is just about football.

What makes it stand head and shoulders above the competition is the attention to detail and the overall polish of the game. In most respects it follows the traditional formula: using the classic control method involving power and timing; and incorporating all of the fiddly details like judging trajectory to cater for the wind, selecting which clubs to take on your approach, and perfecting skills like backspin. You won't find any groundbreaking new ideas here - after all the golf game has a tried and tested formula - but the depth of the gameplay is enough to keep you playing day in day out. The game's excellent handicap system means that if you want to compete against the best of the computer opponents (and play on



more courses) you must first achieve a handicap of '0'. You'll only get this if you've been a success in the amateur competition. In this fashion you find yourself making just enough progress to keep you competitive as you slowly make up the ranks.

Where Actua Golf really goes to town is in its choice of viewing angles. You can analyse your shot from just a baton anywhere, meaning you get to pin-point exactly where you want the ball to end up. Likewise with the replays, there are about fifteen odd ways to see how you played a shot, if you're really that keen to exploit the option. It's not surprising, Gremlin were so keen to give you plenty of opportunities to peruse the course, because all of the holes are beautifully rendered with lots of lovely trees, lakes and pastoral skies. The players are all superbly animated as well. Obviously there's not a great deal you can do



with a golfer, but the programmers have managed to add some nice touches like a player urging the ball on to the hole when they're putting, or holding their head in despair after an embarrassingly bad shot.

The level of realism is heightened further with what has to be just about the most impressive commentary I've ever heard on a sports sim. The well-known voice of Peter Alliss offers classy comments as he shoots and keeps you informed on the state of play. But more than this, there are another two commentators you can choose from or you can even mix the commentary so you have two of them working up a rapport together while you play your heart out.

Obviously there are those who've been waiting on EA's celebrated PGA Tour Golf and this might make you a bit cautious about committing yourself as yet. Personally, with a golf game as good as Actua Golf available, I'd say the wait is over.

ROB



For I realise that this hole has a beach so if you can take a break after putting and relax for a while. You'll also notice that this guy is wearing a nice white Chococaster to complement his putting glove, and a jumper that belongs to Ned Lizzardo.

(Wow!) Bit of a heavy hit this one, what with that huge expanse of water.



## I'LL TAKE 'EM

Such is the range and detail of the options in Actua Golf that you actually get to choose what you'd like your golfer to wear. Now at last, you too can select the classic sports-casual wear that comes in the shape of Anglo sweaters, fastidious lemon socks and much more besides. There are four different wardrobes to choose from in all, and each of them is a testament to the odd phenomena of golfers' fashion—or, to be precise, casual, as if you can remember back that far.



If there are pretty reform conditions out there, you get a special weather summary.



When your golfer takes the ball, he offers the crowd a little wave. Even if he was wrong.



Dropped in the bunker again. This time wearing pajamas.



(Mmm!) It looks like he's playing the ball out of the rough. Another problem is those trees, if you want to avoid the dreaded flight of the ball you can look at the shot from where the ball is expected to land. Pretty handy.



# Actua Golf



This is the leaderboard complete with leader.



If you're caught in the bunker you've got a lot of a decision to make. You can either make use of the sand wedge if you've chosen it, or you can try to dig the ball out with one of your irons. The sand wedge is safer but it also means that the ball won't travel particularly far.



Actua Golf is the first golf sim to really exploit the Saturn's potential, and soon with PGA Tour expected in the near future, you won't fail to be satisfied if you choose to buy Fromkin's game.

graphics	91	overall	90%
sound	92		
playability	90		
isotability	90		



BY	SEGA
PRICE	£45.99
STYLE	RACING
RELEASE	OUT NOW

**W**hen *WipOut* appeared on the Saturn, the game of disbelief at its arrival were quickly followed by a lot of beady-eyed scrutiny to see just how accurate the conversion would be. As expected, the criticisms focused around the graphics, with complaints centring on the Saturn's inability to do things properly as convincingly as the PlayStation.

Although such complaints were for the most part justified, they failed to recognise that the reason the Saturn *WipOut* lacked the PlayStation's refinement was that it had been a straight conversion. This meant that the code tailored for the PlayStation had been used, rather than developing one from scratch that utilised the best of the Saturn.

Unfortunately the same kind of criticism can be levelled against *Destruction Derby*. The first thing anyone whose seen the PlayStation version will comment on are the inferior graphics. As with *WipOut*,

*Destruction Derby* looks duller lacking the sheen and glossiness of its PlayStation counterpart. This is most painfully noticeable in the smoke which gives you the impression there's someone in your car boot passing on signals such as their comic gufflers. So once again there'll be a can the Saturn be transparent? Well, this is actually a bit broader the point: the problem being that *Destruction Derby* ports over the PlayStation code restricting the ambition of the graphics in the game. The truth is that there's many a Saturn game with

There were those among us who thought it was **never going to make it**, that like the cars themselves, *Destruction Derby* would end up on **the scrap heap**. But here it is, the second of **the big Psygnosis racing games** to make the much hyped **defection** from the PlayStation to the Saturn.

much better smoke effects than *Destruction Derby*, the misdeeds amounting to a lack of care in the conversion.

The general mechanics of the game are identical to the PlayStation version with a range of different kinds of game to play. The Wreckin' and Stock Car racing both involve going around the five circuits, the difference being that in Stock Car racing you also earn points for rubbing or banging opponents. Besides being around or cars, there's the notorious everyone-for-themselves scenario in the *Destruction Derby* itself. You can play this one of two ways: either everyone goes out there trying to score as many points as possible by causing other drivers to spin through 90° 180° 360° etc. Or for those with a more masochistic frame of mind you can play all against you where the aim is simply to survive as long as possible. This option is good for working up your dodging skills to complete it your more destructive talents. There are five divisions (a race in, players starting in the lowest of them and working their way up through the leagues depending on how impressive their point score is at the end of a season).

All of the competition elements in *Destruction Derby* work well, managing to prolong your interest by combining the most amusing crash-bang qualities with a genuine need for skill and, as is often the case, a healthy dose of luck. I thought it could have done with running a bit faster and there were a few occasions when the control method proved a bit awkward.

About a year ago I would have given *Destruction Derby* a lot of a rave with it. This infamy being the ever morphing and fickle one it is though, even fans of the PlayStation version would now have to admit that the game lacks longevity if nothing else. The same obviously applies to the Saturn version and with its slower delays in arriving inferior graphics and slightly slower gameplay I can't help feeling that this is one title that's a crushing and climax.

E D D



Always this is the in-car view, it is not advised you chase this view if you have a longview - it will make you hove.



There are two ways to play the race tracks, you can either simply race to come first or you can incorporate some of the hazing elements and pick up points as you go round.



# Destruction DERBY



**Multiplayer 72**

- 1 Suicide 500 Points.
- 2 The Taxman 120 Points.
- 3 Barrel Arm 100 Points.
- 4 The Doctor 85 Points.




That's right - you launch another car through S&C if it earns you points a plenty. Shame about the race position though.

## GOOD AFTER A DRINK, BETTER THAN A SHRINK!

Perhaps the best fun you'll have with Destruction Derby is the classic all-against-all event in the Bowl. This is perfect for a spot of post-pub multi-player mayhem: the bleary-eyed finding themselves probably as adept as the revvingly idles. It's also good for venting a bit of frustration if you can't drive a car in the first place, or if your parents have grounded you, or your little brother's acting up, or your girlfriend or boyfriend is having multiple affairs behind your back. Maybe they should think about putting a copy of the game in psychiatrist's offices.



(Above) This is the pro car, known as the *Sensible*. Help for the experts.



Up, up and away to my beautiful balloon!



Destructive Derby makes it to the Saturn track too late to cause the kind of sensation that *WipeOut* did. Comparisons with the PlayStation version are inevitable, and the rather haphazard conversion means that the Saturn version lacks the polish of its rival.



It's a shame that Destruction Derby doesn't give you the option to get out of your car and start having an argument with another driver. Maybe in the sequel.

graphics	72	overall
sound	70	
playability	74	
accessibility	62	

**68%**

BY	CORE
PRICE	£44.99
STYLE	SHOOTING
RELEASE	SEPTEMBER

There's a **cybernetic biomechanical disease** out to get us – and it's all the fault of some **embittered failure**. Anyway, that's enough about **Dave's day**, let's review Core's **Blam!** Machinehead...

**C**ore have carved quite a name for themselves as respected developers. Coming straight out a Derby four years ago with the classic *Thunderhawk* on Mega-CD, the previously hardly heard of house were suddenly in vogue. Since then they've moved from strength to strength to consolidate a position as one of the more renowned teams in the UK. Their sudden and steady rise to fame reminds me of Jim Carrey's. In fact, we could even compare *ShellShock* to the *Cable Guy* – a surprise dip in the fortunes of a previously unassailable star. Where this analogy ends is that I think Jim Carrey is crap, and I quite like Core games. And the *Cable Guy* probably did badly because it's useless, whereas *ShellShock* was alright. And Jim Carrey looks like our editor *Dave* (see below), whereas *ShellShock* was a shiny disc.

Anyway (the point is that Core have a bit of ground to make up at the moment). *Saturis* / *Thunderhawk* was pretty good, but not massively different in design terms from the ground-breaking Mega-CD original. *ShellShock* didn't sell particularly well. There's no sign of *Skeleton Crew* or *BC Exors*. Although maybe that last one is a good thing. However, the month Core have secured two Showcases in this mag, and we're not in the habit of handing them out willy-nilly. This is it, safe to assume that the plucky Developers are doing something right.

Blam! won't hold many surprises for anyone already familiar with the seemingly patented Core formula. The levels are open plans, but you need to complete several specific objectives to finish the stage usually one after the other in a strict order. There are loads of enemies to shoot, most of whom patrol their little courses of the game until you chance across them. Weapons are in plentiful supply and varied in their

effects and effectiveness. However, the imprecision of the game mechanics are what makes it good. Certainly better than *ShellShock*. Controlling the missile car thing takes time to learn, but once you've mastered the basics and clocked the first couple of stages Blam! shows itself to be a decent title.

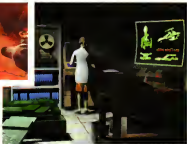
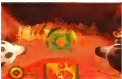
The mission objectives range from the standard collect-and-destroy stuff to complex brain-exort duties (including steering the tank) to cutting off supply lines. It's this variety which prevents Machinehead from getting tiring and – resultant – boring.

Of course, there are obstacles facing to be levelled at Machinehead. Like *Alien Trilogy* this is one of those games which is great fun in limited doses. Taking on more than about three levels at a time leads to a total loss of over exposure and the need to irremediably switch to a new game. And, if you've already bought and clocked *Thunderhawk* and *ShellShock*, you might not be quite ready for another dose at all.

However, at the end of the day Blam! is an enjoyable game. The plot carries things along nicely adding to the atmosphere which needs to have existed at all. Instead, this title has character and wanting to know how it all turns out adds to the lasting appeal. The graphics are also pretty smart. The scrolling is pleasant with little intrusive clipping, and some of the enemies are terrifying (like those sky spiders). The animation deserves a mention as though it has obviously gone into how each and every bossmonster moves.

As first person shoot-em-ups go Blam! is a way more accomplished product than Core's previous (and good) outings. How it would sit next to them in a collection I'm not sure, but if you're yet to sample the delights of seek and destroy gaming, you should check this out.

£ £ £



Fire with your guns at enemies!



Well that's it! Well that's it! Go on, Blam! Don't worry about the morality! Blam!





That train like an honest-to-god British Railways engine!



That small gopher thing is firing at you! Kill it to make it stop!

# BLAM! MACHINEHEAD

A suitably gruesome looking monster. If they all looked onto you probably wouldn't mind the world being taken over by them.



Shoot the vert-pole to destroy the evil spirit!



These spiders move amazingly realistically. Quite creepy, in fact.



icky tarballs are the least of your worries. Hearty.



Shoot the red crates for easy goodies. They're essential.

With the sweet original of *Demolition Man* gone, but no-one does this sort of thing better than Core. Will dose those gears!

graphics	90	overall	87%
sound	81		
playability	86		
testability	89		

UP	ACCLAIM
PRICE	£19.95
STYL	TGA
RELEASE	TGA

**Retro packs are all the rage** and Acclaim have unleashed what must surely be **the greatest to date** - an awesome double pack featuring Bubble Bobble along with one of **the most stunning platformers ever** - Rainbow Islands. **It's brilliant!**



**A** few years ago, Taito were one of the premiere designers of arcade games. The duo just kept on coming. Chase HQ, SCI - you name it. However, the company were best remembered for some of their earlier platform games. And it's with this in mind that Acclaim have released the **Bubble Bobble double pack**.

For your money you get totally arcade perfect simulations of two of the world's finest platformers Bubble Bobble and the vastly underrated and overlooked Rainbow Islands.

The former title is knocking on a bit, but it's still bloody ace. The game casts one or two players as Bub and Bob - two bubble-blowing dinosaurs. It's their job to navigate the single screen platform environs, blowing bubbles and imprisoning the enemy sprites in there. Jump into them a gain to burst the bubble and destroy the enemy. It's as simple as that. Only it isn't, because the game design is so clever that the game offers far more depth than you ever dreamed of. The myriad power-ups, enemy intelligenc and cunning level design all add up to what is undoubtedly one of the platform greats of the eighties. And finally, an arcade-perfect emulsion has appeared for the Saturn. Maybe the apparent simplicity of the game would put some people off and on it's own Bubble Bobble wouldn't really be worth the price. However,



you also get two versions of Rainbow Islands into the bargain as well!

This con-op is quite simply one of the greatest bits of videogaming, and a game that all self-respecting gamers must play. This time Bub has morphed back into his human-dinosaur persona and is armed with the power of the rainbow.

The rainbows are the key to this game's genius. You can climb them to reach platforms or you can use them as projectiles to kill enemies. Also, you can collapse rainbows by jumping on them, sending multi-colour doom down on any enemy sprites below (or immediately above).

Once again, it's a simple but highly original concept. There's never been a game like Rainbow Islands before and even now it's a highly fresh and impressive platform gaming experience. Yeah, it's a retro pack so you can't expect the most excellent of visuals (although the revised version does look a lot better)

but it's gameplay that counts and as a test of skill Rainbow Islands is in a class of its own. The myriad secret rooms and hidden techniques put it in the same league as the early Mario games, where game play and replay value were considered more important than visuals alone.

I guess a lot of people aren't going to get the message about these games. A lot of people are probably only reading this because they can't recall the high mark in the corner of the page with the quality of the graphics presented on these pages. However, if that's the case, you really are missing the point. I can honestly say that there is nothing quite like this release available elsewhere in the Saturn library of games. To all gamers/players who appreciate quality design and playability, go buy these games.

RIC



Although a simple game, Bubble Bobble has a complicated array of power-ups, including this water one (above).



These early levels are simple to complete, but later stages require much teamwork.



The two-player mode of the game is original in relation to the occasion.



Bubble Bobble has a huge 100 levels to try your hand at.



Some of the levels are designed to be completed in seconds...





Rainbows also make up for the lack of platforms



By using rainbows underneath the enemies, you can jump up, peering the rainbows into the air, getting.



**ALSO FROM TAITO**

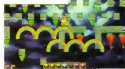
This double pack isn't becoming a bit of a habit for Taito. Whilst Acclaim have handled the conversion duties in bringing Rainbow Islands and Bubble Bobble onto the Saturn, Taito of Japan have been hard at work bringing another pair of celebrated conversions onto the Sega machine - Chase HQ and SO. Whilst these games haven't stood the time in quite the same way as the Bubble Bobble titles, it still has some nostalgic go value. If Acclaim (who have the exclusive European rights to Taito products) decide to bring this to the UK, we'll let you know.



# Bubble Bobble Rainbow Islands



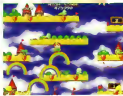
Although it's simple, the released version of Rainbow Islands is very lively indeed visually with more colour and particle smelting.



Get all gems in order to find the secret room...



... Use this one. Grab that permanent power-up!



The best thing about Rainbow Islands is mastering the use of the space-age multicolour respary. By jumping on that red rainbow you can bring the one below it crashing down.

Two extremely fine platform titles that stand the test of time as quality videogames. Rainbow Islands on its own would've been worth the money, but with Bubble Bobble included as well, this is frankly sensible.

Graphics	76	overall
Sound	78	
Playability	94	
Testability	90	
		<b>92%</b>

If you can somehow dodge around the enemies and get above them, you can coast a range of rainbows. Jump so there to collapse them for gems, houses and power-ups.

BY	JVC
PRICE	£19.95
STYLE	RACING
RELEASE	TBA

So... the Saturn's got **Daytona USA** and **Sega Rally** - two of the best racing games ever and both of them on the Sega machine only. The question has to be, how can third parties possibly compete? Well, how about tarting up an average racing sim with, well, some tarts?



Around a decade old that got by without the benefit of 3D graphics does a better job of simulating super-speed driving. Also, the camera doesn't stick behind you like you turn, making it extremely difficult to judge when you should be straightening up (but hey you get a nice view of the side of the car - just when you don't need it).

Like the rest of the game, the graphics are adequate. The use of box-like mapped polygons is pretty good and the update of the game is probably on a par with Sega Rally. However, just the two up against one another and it's clear that the Sega AMV game is just in another league altogether. Highway 2000 has more courses than Rally but any excitement about this discovery is virtually identical to the rest.

Although a few new objects might appear as roadside detail (if you're lucky) the overall impression is

of a very tamey game. Much the same goes for the choice of vehicles at your disposal. In Rally there is a total of three different cars in your garage, but apart from one being red they just look too similar. Of course, there are distinctions in handling, grip, acceleration, top speed and the like, but surely JVC could have done a better job in differentiating them. It would also have helped if the cars actually looked like modern-day mass machines, rather than the lower feedbacks they would seem to resemble.

Overall, Highway 2000 isn't a total nuclear disaster of a videogame. It's more of an extension to Daytona which just isn't really very impressive in the slightest. If you're beginning to grow weary of Sega Rally, it'd very much recommend waiting for the new Daytona rather than squandering your credits on this particular example of the genre.

628

**D**espite the name, Highway 2000 isn't Harry Secombe's vocal celebration of the great millennium. Instead, it's a driving game. And a most unimpressive one at that. What's more (VC obviously realised it, hence the inclusion of numerous "sexxy beauties", brought in to add a bit more, er, glamour to the proceedings). In actual fact, they're supposed to be navigators (along the lines of the irritating guy who keeps blundering warnings like "Easy right maybe!" in Sega Rally) who add your quest for racing fortune by telling you when particularly nasty curves come up (like the real's not good enough). In the "Scenario Mode" of the game, you

actually need to drive impressively in order to prove your manhood to your chosen lady and tempt them into your car.

Vaguely assuming you're a super-dull-as-wig experience. After the near perfect driving physics seen in Sega Rally, Highway 2000's bizarre handling is like taking a time warp back to the Stone Age of racing games. Although there is some attempt at power drift, it's absolutely nothing like the real thing - in fact, Outrun is a con op.



Highway 2000 tries very hard indeed to be Mega Soccer for the Saturn, swoop down to the very landing into the corners can be hot! Unfortunately, most of the excitement of the Race (VC hasn't made it across).



One of the main criticisms you can level at Highway 2000 is that the visuals all look very similar indeed. Note the screen graphics are just about all of these screenshots.

**Try it before**

Rent any latest release from just





Comfy. A concrete wall and a grassy verge. An over-bridge at the entire game.



A choice of three cars is available in Highway 2000, but to be honest, this white car is the best for actually winning races.



A bit more of an urban scene than *Drive*, but still looking very sunny indeed.



# HIGHWAY 2000



A choice of views is included, as in *Sega Rally* and *Daytona*.



The split-screen two-player mode (below) isn't great.

The Ford Fiesta of the racing genre. Bell and unimpressive without much poke in it. Highway 2000 does an adequate job, but don't be too surprised if you end up falling asleep at the wheel.

graphics	65	overall
sound	57	
playability	61	
lastability	60	
		<b>60%</b>

**you buy it.**

£3.49 for three evenings



# Tips

## GUNGRIFFON

For unlimited ammunition, go to the title screen with the "Press Start" message and press B, X, C, Start. It's that simple. To make it so that you don't need to let your jump power recharge, go to the "Press Start" message again and press Up, Right, Down, Left, 2, Start.



Unlimited ammo is a handy thing in shooting games. You can't hurt more things.

## ATHLETE KINGS

On the events with the blink visible is the skip, press the X button on the second controller to change the way it's moving.

When doing the shotput, let your player's power bar reach the far left, but don't press the action button. Instead, roll the D-Pad around (as though you're doing the discus) and you'll spin around before releasing the shotput.

At the start of the 100 metres race, as the announcer is saying the course numbers, press Up, Left, Down, Right, then hold X. Your character will now do a hop scotch all the way down the track instead of running!

To roll the 100 metres, wait until the announcer is saying the course numbers, then press Left, Right and hold X. Now your character will roll the shot to get the hidden character (right), play in Arcade Mode and get a score of over 8000. Then go to the main menu and hold the X button while choosing your game mode, and you can select the new athlete.



## LOADED

When playing, press Start to pause the game and highlight the "BCM Youver" option. Now press and hold the L button, B, X, C and X button. Now just press the L button on the pause menu screen to bring up the cheat menu screen. From here you can skip levels, get yourself extra lives, refill your ammo, and boost your power.



## SIM CITY 2000

To get a gambling reel where you can gamble all your money away, start a new city and build a marina and legalize gambling as soon as you can. Keep watching your earnings and highlight a boat when it comes out. Now press the L button to bring up a slot machine! You'll get up to 10 dollars every time you use it, but you can keep gambling for as long as you like.



Here's a trick! opening the slot put.



# Try it before

Rent any latest release from just

## GUARDIAN HEROES

For another hidden fight in *Guardian Heroes*, play to Stage 27—Clockwork Strategy—and fight through to the 3rd group of enemies. Now, keep running to the right, leaving at least one enemy alive to stop the level ending. Keep going right and you'll come across P Silver and two of the Village Gods!



## SEGA RALLY

Though the game's been out for quite a while, the cheat hasn't yet been printed anywhere. Cheese to watch a replay of a race, and at the start press R, X, & Now you'll be able to move the camera view around by pressing various directions on the D-Pad.



You can now move the view around a bit in the replays, making these look even more amazing than



## NBA ACTION

To get a special "Free Floating" camera for the replay mode, do this: First, pause the game and choose the replay mode. Go to the Change Camera option and hold either the L or R button. Then, during the replay, you can move the camera by holding R+Z and using the D-Pad to move it around. You can also swap the end frame which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now hold the R button and press Z to change the position.

## SLAM 'N JAM

As you are starting a game, get to the 2nd Scouting Report screen and highlight "Continue." Now press either Start or C. As the screen fades out, press and hold L to get a Shot Percentage Indicator on screen, or tap it repeatedly to get Big Heats mode.



This code removes all of the combos from the game, making it like MK2.



## ULTIMATE MORTAL KOMBAT 3

We've already given you hundreds of *Mortal Kombat* codes for the game back in issue #8, but we've now got a few more Saturn-only codes. Enter them on the battle screen before a two-player fight.

- |         |                             |
|---------|-----------------------------|
| 100-000 | Player 1 does half damage   |
| 000-100 | Player 2 does half damage   |
| 100-100 | Both players do half damage |
| 040-004 | Real Kombat                 |
| 701-701 | Combo system disabled       |
| 101-701 | Super run jumps             |
| 215-210 | Regenerate power bars       |
| 101-100 | Special moves disabled      |
| 000-000 | Super endurance mode        |

(Note) Real Kombat mode makes the power bars regenerate and disables special moves.



# you buy it.

£3.49 for three evenings

BLOCKBUSTER  
VIDEO



# NIGHTS

into the game...



The polygon spectacular that is **NIGHTS** hits the shelves this month, and if you're not completely insane (or have an irrational disliking of brilliant games) you'll want to secure your own copy ASAP, along with one of those sexy black analogue pads to play it with. And no whining about how 'it costs too much'. Do you want to eat, or do you want to experience the most advanced videogame the Saturn has ever known? Besides, how else will you be able to make use of this incredible players guide, brought to you by the Master's own protege DAN JEVONS.

## THE MEANING OF NIGHTS?

I have a quick quote for you here from Sonic Team, the creators of NIGHTS, as you attraction.

"We made it (NIGHTS) to take several hours to finish, because we want everyone to see the end. After that, you can still enjoy playing for hours by the 'score attack' function."

That's right folks, merely reaching the end sequence is NOT the ultimate goal in NIGHTS. You should be aiming to consistently improve your performance on each course, as you would with a racing sim like Sega Rally. Except here you're looking for the best score instead of the fastest time. Thusly, this guide is geared towards telling you how to get the biggest scores possible! But don't worry if you're still struggling for a C grade. The grades are fairly lenient in the scores, so this guide should help you too.



The claw drops! It is the challenge!



Present another sequence in Nights is an also named NIGHTS in the first place.



## STAGE TWO: BONUS TIME

This is where the majority of the game is played. With the claw destroyed and the Mecha gem in NIGHTS' possession, it's up to you to zoom around the course scoring as many points as possible before the timer runs out. You can up your score in a number of ways, the most important of which are explained below in detail. And keep one eye for NIGHTS' temple, as you don't want to enter it until the very last possible moment.

**1. STUNT RIBBON:** The Stunt Ribbon is by far the most effective means of scoring points. When NIGHTS flies through an Acrobat Hoop he is given approx. thirty seconds to perform as many stunts as possible using the L and R buttons, and this number is then multiplied by 100 and added to your score. So a Decrazy 11 would mean 1100 points. However, if you manage to perform MORE than 11 stunts, you are instantly awarded a Super 11 ranking, and given 2000 points! A cheery way of doing this is to simply fly along the ceiling or floor of the level tapping the L and R buttons. The ceiling cuts the stunt short, allowing you to rack in the points! Just don't press them both at the same time - or you'll air brake and out the ribbon off prematurely.

## STAGE ONE: FREE THE IDEYA

Once you've poked your course and the level has loaded, your first objective should be to free the course's Ideya gem from the floating balloon claw as quickly as possible. There are two reasons for this. Firstly you get a sizeable point bonus for destroying the claw (quickly 300 minus the time it took you to free the gem multiplied by 100). Secondly, everything you score is DOUBLED once the gem is in your possession (and Bonus Time has started). So collect 10 blue chips and head off early for the claw. Do not stop to collect stars, kill enemies, perform stunts, etc. etc. Get your chips and get it! It is at this stage in the game that the Chip Cages (each containing 8 chips) are valuable, as they allow you to destroy the claw in your first 'lap'. You should be aiming for a time of about 20 seconds here, meaning a bonus score of 20000 points.



Head straight for NIGHTS' prize!



Use the chip cages to get 20 blue chips quickly!



Destroy your chips in the claw! Free the Ideya!







**2. LINKS:** A link can be started and sustained by either collecting a star collecting a chip or flying through a hoop. After each item in the link has been activated you have one second in which to reach the next item in the link before it fades away and the link is reset. Links score the corresponding number of points times 10 (for example, a 5 link is worth 50 points) up to the 100 points only. Certain courses allow you to achieve what is known as a continuous link - that is, a link which you can perpetuate from one lap to the next, allowing for (in theory) a link size that is limited only by the amount of time you have. Soft Museum course one and Frozen Bell course one are good examples of this.



**3. CHIPS:** While chips are necessary to the continuation of long links, they also contribute towards your score in their own right. When you return the keys to NIGHTS temple at the end of a course, you are awarded points to the tune of the amount of chips you have collected times 50. So 99 chips (the maximum you can have) gives a score of 4950 - an instant A Grade!



Over the wall! Washed out! You've tried with those NIGHTS to do justice in the final confrontation. Here's a tip: when you grab Wario's stick, wait until your other ball (the other NIGHTS) grabs the stick too, before attempting to pull back. You'll break through it and go!



**4. THE REST:** Opening a point ball by dragging it through the appropriate number of links (indicated by the number on the ball) gives you an instant 1000 points. Killing a Nightman in any style gives you 200 points. Also, if you collect enough stars you will see a Fairy holding a board above NIGHTS' temple with a number on it. This is the number of stars you have collected throughout the entire dream, and by touching the Fairy on the last course (only on Course four) you can cash in your stars for that amount of points times 10.



### STAGE THREE: THE BOSS

A good performance against the boss (or Nightman) is absolutely crucial to achieving a record breaking go. When you beat a boss you are awarded a score multiplier directly related to the amount of time you have taken, anything from X0.1 (the worst) to X0.5 (the best) in order to get the 120 you've got to defeat the boss in record time - normally under 10 seconds! And although it's possible to select the easiest boss from the NIGHTMAREN RANDOM OFF option in the diary, real NIGHTS masters will always play with the RANDOM setting ON.



**SPRING VALLEY - the IDEAL -**

**COURSE ONE:** The maximum link you can achieve on this course is 26, and only by dipping to reach the three stars after looping the first load of chips.



A 26 link is the best you can achieve on course one... unless you go around the course backwards!



**COURSE THREE:** Near the start of the course, it is the propulsion bumper and head down behind (and above) the waterfall to find a Chip Cage (1). Also on your first lap, loop the star formation before the first Acrobat Hoop to find a hidden Pain Icon (4).

This chip cage is crucial as there are exactly 28 links when you can collect before the star.



**COURSE TWO:** Make sure you collect the chips hidden behind the mountain at the start of the course (1) to destroy the lava claw on your first lap. Also, just past (and above) the waterfall, loop the five stars (with one chip in the middle) formation to reveal a hidden Dash Refill icon (2).



**COURSE FOUR:** Loop the three chips above the stone bridge near the start of the course to discover a hidden Loop Icon (1).



You can reveal the loop icon easily by looping the entire bridge.

**SPLASH GARDEN - the AFFECTION -**

**COURSE ONE:** Believe it or not, you can achieve a continuous link on this course. The key is in looping the large star cluster (1) after the first fountain, then collecting the two stars strategically positioned either side of NIGHTS' temple (2).



We can get a continuous link on this course, but it's not easy. Paralleling the star cluster into the fountain is the key.

**COURSE TWO:** You'll find a Pain Icon hidden in this batch of chips just past the first bounce switch (1) and make sure you smash the Chip Cage positioned high as you approach the flower clock (2).



**COURSE FOUR:** Head down when you enter the underwater section for two Chip Cages (1). Also, if you miss a switch on the 'into the screen' swimming bits, hit the L and R buttons together to brake and turn around (2).



On your first lap get the chip cages and head back out to the star for a quick time.

**COURSE THREE:** There is an easy Pallet Ball to be had near the start of this course simply by flying through the centre of these floating water bubbles (1). Also, look out for the brown switch in the bottom left hand corner of the top/down section over the clock (2).



**MYSTIC FOREST - the POSSIBILITY -**

**COURSE ONE:** This course offers an easy Point Ball (1), and a Continuous Link to those proficient in Paralooping.



The easy point ball. See.



The continuous link on this course is REALLY hard!

**COURSE THREE:** Head left at the start of the course for a Chip Cage that will allow you to destroy the balloon claw on the first lap (1), and make large loops inside the underground cave to both up your stunt count and open the 1000 point ball (2).



1



2

**COURSE TWO:** Loop the four stars just above right of the first large yellow sign post to reveal a batch of hidden chips (1). Stay high around the course for an easily opened 7 Point Ball, and again loop the batch of stars directly above the smashable rock field for a Plan Icon (2).



1



2



2

**COURSE FOUR:** Look for the same four stars secret as in Course 2, and when you enter the top down section guide the car into the garage for a bonus 1000 points (1). Also, in the bottom right hand corner of the maze, fly through the spiky hoop and perform a para-loop in the dead end corner for a Dash Refill icon and four chips (2).



1



1

**FROZEN BELL - the CONSCIOUSNESS-**

**COURSE ONE:** Once you've disposed of all the Nightmarium (1), this course allows for one of the quickest continuous links in the game! (2)



1



2

**COURSE THREE:** Just to the right of NIGHTS Temple para-loop the four orange half hoops for a loop icon (1). This allows you to loop the star hidden snowball field for massive linked heart, just past the Balloon Claw is a circle of snowballs with chips for a Dash Refill icon (2). Finally, directly beneath the snowballs is a spiky hoop leading to a Chip Cage hidden under an outcrop (3). Use these chips to destroy the Claw on the first lap.



1



3



2

Loop right here!

**COURSE TWO:** Just after the 50 point ball, loop the first rung of the vertical ladder (just rounded as blue chips) for a Plan Icon (1).



1



1

**COURSE FOUR:** Make sure you collect all the chips on the first lap so as to destroy the balloon claw on the second lap. When NIGHTS transforms into a sled, hit the first bumper on the track but no others. You can only open the Point Ball at the end of the course if you are going slowly (1).



1



Opening the point ball is tough. Go slow and stay down the middle!

**SOFT MUSEUM - the CONFUSION -**

**COURSE ONE:** Just right of the balloon claw loop the scum stars (with a chip in the middle) to reveal five more chips [4]. This course yields the largest continuous link in the game, though its worth leaving the chip cage to the left of MIGHTS temple for a later course.



Can you get a 100 link on this course? No way!

**COURSE THREE:** Loop the chips just before the cannon for a Pan icon [3], and when you pick up the Four Ball near the end of the into-the-screen section, hold right to snag the last load of chips to open the ball [3].



You can get loads of points as the 'into the screen' section.

**COURSE TWO:** There are a number of green chips (near the Balloon Claw) inside the Soft Museum that can only be collected by Claris. As MIGHTS you are awarded 100 points for every bonus platform you destroy [4]. Also, as you leave the Museum and hit the bumper, loop the circle of stars and chips at the top of the level to reveal a Dash Refill icon [2].



**COURSE FOUR:** Loop the two single stars just before the entrance to the Soft Museum for eight hidden chips [3], then again loop the last lower inner inside the museum to reveal an H shape load of chips [1]. Outside the Museum loop the four chips (and one star) above the first canopy to discover a hidden Loop icon [3].



By performing a star, as you bounce off the wall in the museum, you get points!

The loop icon makes looping items in the museum a lot easier.

**STICK CANYON - the REVIVAL -**

**COURSE ONE:** Just right of the Temple loop the chip formation (with a star in the center) for a Dash Refill icon [3]. Also, halfway through the course, loop the spike directly above the spiky hoop for a Pan icon [2].



Leave the refill icon till the end of the course (you'll need it then).

**COURSE TWO:** Snag the Chip Cage to the left of the first anti-grav magnet to open the Balloon Claw on your first lap [3]. And there is MASSIVE link potential if you miss the grate ride [3] and complete the course normally.



**COURSE FOUR:** Ideally, you want to make it the top of the tower with about 30 seconds left in order to comfortably complete the two grate-rides. There is chip cage to be found on the way up the tower [3] and a hidden Dash Refill icon [2] though these are of little importance.

**COURSE THREE:** You can earn good points from the magnetic scales, so try not to lose too much stuff by hitting the edges of the course [3]. Also, there is a Dash Refill icon hidden in a star formation just to the lower left of the balloon claw [2].



Hit the switch to escape!

A magnetic personality!

More hidden items.



Can you find the time or else icon?

## THE BOSS

**PUFFY:** You do not need to spin Puffy to gain power for the throw. The spin is only used to choose the right angle to smash the next invulnerable section. Like Gilling, you can't afford to miss one throw if you want the X20 multiplier (95 seconds).



**GULPO:** An easy boss, but one that is surprisingly difficult to do quickly. The trick is in being able to tell which winged bumper will propel you through to hit Gulpo. Often this means going further south his aqua dome than you might think. (95 seconds)



**CLAW:** The slowest boss in the game, unless some one else can prove otherwise. It is possible to defeat Claw in a good time, but only by getting lucky. As you destroy a homing mouse, let it propel you back in the opposite direction and sometimes you will catch Claw, as he lands to light the fuse on another one. (95 seconds)



**REALA:** One of the quickest bosses simply because you only have to hit him three times. Watch as Reala approaches and time a paraloop so that he flies right into it (this takes a bit of practice). Repeat three times. Voila! (95 seconds)



**GILLING:** There are two ways to kill Gilling. The first (and slowest) is to grab his head and touch-dash it. The second (and fastest) is to paralyze his body by performing a large bear-shaped paraloop that encompasses both his head and tail. It is possible to destroy Gilling in ONE GO! Indeed, you have to if you want the X20 multiplier (95 seconds)



**JACKLE:** A tricky boss initially, but once you know how. Adopt a high/low pattern when you first approach Jackle to dodge his throwing cards. Then, once you grab him and touch-dash him, keep an eye on which direction his coat goes. If you can stay between him and his coat, you can defeat him in record time. (90 seconds)



## COOL STUFF!

Just a quick list of stuff you should know

1. By holding down Y, W and F buttons during play you can access part of the sound system.
2. If you run out of time and turn back into one of the bats it doesn't necessarily mean an F grade. Collect 99 balls and you will get a C!
3. Press X, Y and Z during a replay to clear the screen.
4. Defeat Reala (the boss for Stick Canyon) to open up the two-player versus mode.
5. After you have completed the game once, a new option appears in the diary that allows you to pick your favourite boss.
6. Complete the game with both Claw AND Illot for a special end sequence.
7. Complete the game with all A grades and you will get a new ending, featuring new still shots during the credits and a new version of the Dreams, Dreams song (sung by adults!).
8. If you touch-dash a Nightmareman and they rebound into a Plan, the Plan will lay an egg. Open the egg to reveal a new species: a hybrid of the Nightmareman and Plan! Freak!
9. It is possible to skip the end sequence without losing your score for the level by pressing A, K, C and START at any time.
10. Changes to a level's A-Life (eggs hatched, frags made, etc) will not be saved to memory unless you finish the entire level (including the boss).



# COIN OPERATED



Only about a year after the third film in the Die Hard series hit our cinemas, Sega – hot on the case as usual – have rushed an arcade game of the franchise onto the streets.

**Y**ou know what my favourite bit of Die Hard is? It's the scene where Bruce Willis, besieged by armoured cybernetic combat nukes, picks up a handy anti-tank missile launcher and blows them all away, whilst saying "Tippecanoe, daddo!". Or maybe it's the bit where he's stalking across a narrow bridge between two skyscrapers when he's suddenly assailed by spider-like laser robots when he proceeds to beat up with his bare hands, ripping their metal legs off and leaving their little computer brains seething with the vengeful end. No, no, hang on – it must be the bit where he rescues the President's daughter from a cupboard down before the climactic rooftop sword duel with the ancient Samurai gang lord.

What does it mean you don't remember any of those bits? What the hell version of Die Hard have you been watching? The pit-watashed TV cut? Next you'll be saying you've never seen the episode in which Bruce and he'll be hot-painted whilst duelling with machetes for the final honour of the rescue. Oh dear.

Actually, let's clear the ground before pitching the text of this Showcase. There are many hardcore fans of the Die Hard movies, some of whom may be reading this magazine. Some of whom to be honest, are producing this magazine. Before they all start whinging and sending us meany letters saying "Duh, where's Bruce Willis! How come none of the characters are bald!" let us explain that Die Hard Arcade is related to the movies. IN CONCEPT ONLY. And even then, only the first film is used as source material.

The reason for this is twofold. For starters, licensing the likeness of Bruce

Willis would cost lots of money. Second, sticking strictly to the plot of the flick would limit the action. Third, Bruce is just a little baldy slag head unlike the classic Sega characters who take his place. Fourthly, can't think of anything fifthly... even, there's only one Bruce Willis and you can have two players on the coin-op. Look – it's Sega's licence and they can do what they want with it. Don't give us a hard time about it.



It looks very much like he's holding a gun against her head there. That'll be one of those close-up camera scenes that breaks up the fighting every now and again. Only certain very cool moves are shown like this.



## RETURN OF





**(GARY)** That big thing in the bottom-left corner that looks like a telescope is in fact an anti-tank gun. A bit excessive for a beat 'em up perhaps, but not for...



## WHERE'S YER TOOL?

Die Hard is essentially a beat 'em up, but like Streets of Rage it's stuffed-crammed with weapons for your browser to pick up and use. Most of the usual suspects are there - knives, broken bottles, brooms, chains etc, along with a sheaf of welder and sledge tools. Space restrictions prevent us from telling you about all of them (there are loads), but here's a rundown of the most interesting weapons...

**CS GAS:** Am yourself like a true controversial bobby with this spray of choking gas. It doesn't do a lot of damage, but it does stun opponents long enough for you to inflict a quick comboette on them.

**AEROSOL GUN:** If you've got a Zippo handy (honest) you can vent any harmless aerosol can into a deadly flamethrower. This is in fact the only part of Die Hard Arcade directly ripped from one of the movies (i.e. you're thinking of Live and Let Die - RIP!) And is NOT to be tried at home.

**LARGE STICKS:** A decent bludgeoning weapon that comes in many shapes and sizes. The best is definitely the law boss's golf club, which you can beat around and slap him about with.

**PISTOL:** There are loads of these lying around, most characters drop them when they get knocked (including yourself). Whilst the range is helpful and pistols fire rapidly the bullets don't do much more damage than a good smack in the face.

**SMG:** Fires short powerful stamens of lead. Looks vry cool too. The only trouble with the machine

gun is the long wait between bursts which give your foes the opportunity to do you in.



**ANTI-TANK GUN:** A big long ridiculous shooter which really has no place in a beat 'em up. The giant shells fired by the anti-tank gun slam any unfortunate in their path against the nearest wall causing mega loads of damage.



**ROCKET LAUNCHER:** Serious psychos will be pleased to see this giant shoulder-mounted first-aid kit come into play. It fires snaky exploding missiles which blow up targets and cause much pain. It's a bit of a cartesianous weapon and fires slowly, but it's well worth picking up.

Avoid anyone who's using one of these against you.



# THE McCLANE



**COIN-OPERATED**



**TIME ATTACK**

Between some sections of the game our arsehole flatfoots have to hotfoot to their next fighting destination. This being a videogame, even moving around is fraught with danger. As you watch an animated cut sequence of your giant copper logging it around Krakakak Plaza or whatever it's called, a CAUTION warning may appear on screen. This comes complete with a prompt to press a button or a jiggled direction. Get it right in time and watch as our heroes perform lethal leaping kicks, tackle gun-toting guards to the floor or dodge devastating explosions. Mess it up, on the other hand, and you'll either have to fight the enemy in full-on combat or take a nuke of damage.



Make like the Firefighter figures and head up the yellowjackets with a fury!



The surrounding pictures are evidence of what a breakthrough game Die Hard Arcade is. It's the first game which not only averages you to beat up someone who is taking a well-deserved break from the beef! And, frankly, the less said about the underdeveloped bits in the series the better.



**NICE ONE BUOY... OOF!**

The game ends with you hanging around on the roof of the building you fight your way through. Obviously it's all well and good having completed the game, but what if you're in two-player mode and you've still got credits left? Is your money wasted? Why no for Sega have thought of everything. The two players are left alone on the roof with a couple of weapons, where they can duel for the ultimate glory of being best at Die Hard until all the money is gone. Hooray!





## FISTS OF FUN

A fighting game matches on its fists as the saiyen goes, and *Die Hard* provides players with enough combat moves to satisfy even the saddest of chop-socky junkies. Each character is equipped with numerous combos and specials like Dragon Punches and somersault kicks. In addition there are many many throws like the airplane spin, which knocks down anyone hit by the flailing limbs of the spinee, and anyone in their flight path once launched. Running towards an enemy at high speed and hitting punch bag your character dive into their rear and knock them to the floor whereupon you're free to punch or headbutt them as they're grogged on the ground. And you should see the way the audience react when you lock them in the balls.

## YOU'RE GOING DOWN

*Die Hard Arcade*, like the movies upon which it's based, is more of a series of action pieces than a flowing story. Costumes change inexplicably between levels; location changes make no sense and the plot is very daft indeed. One of the better stunts in the game comes after the players are knocked from a rooftop after a drearily dropping experience; they must fight spiny robots on a narrow fire escape type ledge leading to another section of the building, after which it's a desperate race up twin elevator shafts with you responsible for swiftly moving your plucky plod out of the path of oncoming lifts. It's a veritable feast of rail-surfing mayhem by any and no mistake.



That's you that is. *Touchdown!*



That's a magic spell. It's true! *Power!*



(ABOVE) A rooftop plummet leads you to this precarious perchment. (BELOW) Real realistic gunnys make short work of a cramped room full of gypies.



This screenshot should spoil the ending for you already. That's the last seen you're looking at. No need to play *Die Hard Arcade* now.

## DIE HARD AT HOME

*Die Hard Arcade* is definitely going to be converted for the Saturn. For starters it's an ST V title, which means the conversion job should be a piece of cake and with luck there'll be no discernible differences between arcade and home versions. However, our only criticism of *Die Hard* has to be that it's a little on the short side. Hopefully Sega will add some extra Saturn-only features to improve its longevity, such as Time Attack modes or secret levels. Rest assured we'll give the final copy a proper reviewing before we allow you to buy it.



**V**irtua Fighter 3 will have made its UK debut by the time you read this, and SEGA SATURN MAGAZINE's coverage continues in full-on detail. This month, as promised, we have a small Yu Suzuki interview along with more details on each of the stages in Virtua Fighter 3. Next month, the playtesting will have come into effect, and we'll have a brilliant pictorial feature with some amazing pictures! In the meantime, let's get stuck into the Model 3 action eh? We have an eye witness report by our Japan Editor, Warren Hamod, who was invited to the launch of this wonder game!

## AOI STAGE: Snowing Waterfall

Another excellently crafted stage, this times set in a small rocky gully at the base of two small waterfalls. It's snowing and there's a small layer of snow on the floor and the gully walls are frozen with bits of ice and snow clinging to the crags. The playing area is a little uneven with an irregularly shaped floor caused by the weathering of the mountain streams and a slightly sunk pool and a few streams of water flowing between the rocks. Once again the rock floor is smoothed off and dips into the water with a curved arc, as opposed to a sharp drop. Watch out for the 3D snowflakes. The snow in the distance is smaller than the snow in front of the screen and as the camera angle swings so does all the snow. In addition when the camera pans out away from the characters there's a slight fading effect (to simulate a lot of snow falling which would naturally obscure one's vision) which changes in intensity (strong-weak) depending on the distance. The waterfalls have a great downward flowing effect and at the bottom of the waterfall where it hits the water there's a realistic splash/foam effect. The ripples on surface of the water for the pool and streams flows with the current away from the waterfall. Similar to other stages if the gully wall gets in the way the computer fades it out and then removes it immediately.

## AKIRA STAGE: Japanese Fortress

This looks like one of old fortresses that used to be all over Japan in the Shogunate Era. The fighting area is set inside the fortress close to one of the main outer walls and the main fortified entrance. This area has a number of graded areas with the height changing depending where you are. There are a number of large steps towards the entrance, a long inclined area (but not steep) and a long slope to one side where the floor drops to a lower fortress level. The stone walls/floor slabs all have a weathered appearance with moss growing on the wall and weeds growing between the slabs. There's no wind but there is a easily disturbed. Merely walking on them causes them to shift position a little. Once again the attention to detail is amazing with the leaves quickly rising off the ground but slowly floating down with a little zig-zag movement. And if there's another strong or fast character movement before they land they carry off again from where they are so, two continuously fast moving characters are always surrounded in moving leaves.



How has some amazing new throws, and a brilliant new variation to the A-B grapple.



How you can use Ful using the average button to dodge around an incoming Wall Attack.

## LION STAGE: The Playground

Something of a sense of déjà vu with this uncompleted stage. It looked so similar to Shun's Chinatown Stage that for a long time I thought they were the same stage. Set on a concrete yard with a metal fence around the outside this is the closest you'll get to fighting vipers in VF3. Although there are some buildings around the outside of the fighting area in the distance you can still see some scenery in the far background. Similar to the other levels, on to the sides there is a sharp drop and that means King Out. The 3D sound effect fence fades away when it occurs the fight - another example of Model 3's mystery. The fighting area looked flat which is why I'm sure it can't be the other rooftop stage.



# IT'S ALMO

## TAKAARASHI STAGE: Japanese Sumo Ring/Shrine



Set up high on the cliff side at the top of a mountain with a steep drop to one side is a traditional Japanese shrine with the typical red wooden awanage arch so typical of Japan. A long narrow stepped path cut into the rock leads down from the Shrine underneath the arch and up to the fighting area, a huge circular rock Sumo ring. In the distance, on one side, one can see a cliff side path leading it's way around the mountain side and going over a small red bridge that straddles a tiny waterfall. Although the fighting area level is basically flat the circular Sumo ring gives an unusual visual effect and there's a slight but not too far drop to a lower ledge on the side away from the Shrine. One has to be careful of possessing when fighting on this level because the tightness of the Sumo ring is hidden by the deceptive wide open scenery.

## SHUN STAGE: Chinatown

This is the stage they're using for all the official screen pictures. Apparently the fighting area is on top of a slanted wooden board roof of a shop. There are a lot of Chinese signs around so it could be a shopping area. The curved roof gives a great feeling of depth and as the camera angle swings you can see all the other shops and houses and the streets below. In the distance are only mere houses so you really get the impression that you're right in the centre of a built up town area. There's a iron bar fence to one side preventing you from falling off there and the slope of roof becomes steeper on one side making it look like you couldn't get up it if you tried, however it is possible to fall off either side.

## JEFFREY STAGE: Caribbean Island

This has to be the best stage of all. There are so many things moving around you it feels like the whole stage is alive. In general you're on a tiny sand bar just a few metres or so away from a small island or peninsula. There are a few clouds in the sky but the sun is shining brightly and it's light sparkles on the sea sea surface with gently undulating waves. Because the sand bar is NOT flat but curved is an egg like hemispherical curve the sea's current washes up/down against the tiny sand bar the sea level rises/falls and the playing area slowly gets smaller/larger with the current. And it's not just a pretty picture, your characters can interact with scenery as well. Also your fighting area is not limited to the dry sand area you can go splash into the water and if you are knocked over you send water flying. If you stand on the edge not moving the sea comes in around your feet with a little ripple effect.



## PAI STAGE: Chinese Wall

This stage has the most impressive scenery of all the stages. The magnificent view of the Chinese wall stretching into the distance with mountains in the background and the sharp drop of the hillside running alongside the wall gives a great impression of grandeur. They guard post fortification on the wall gives a great impression of grandeur. They guard post fortification on the wall gives a great impression of grandeur. They guard post fortification on the wall gives a great impression of grandeur. They guard post fortification on the wall gives a great impression of grandeur.



## LAU STAGE: The Library

The best part to this stage is at the beginning of a new round when the camera zooms across the great hall. It starts high up near the ceiling and then swoops down low before then flying on the characters. Huge pillars and marble arches hold up walkways around the side of walls. Detailed patterns are found both in the wall design and stone flooring. The side walls have giant windows running for most of their length and there's a huge glass domed ceiling. The main arena is a raised dais in the centre of the library. However, you can come off here and fight around the immediate area also. The steps are a lush velvet and all the railings are a glittering gold colour. However, the size of the library is what really catches your attention. While the other levels, like the mountain and beach areas are visually bigger in appearance, the fact is that the backgrounds are just pictures drawn to give the impression of distance.

## SARAH STAGE: Subway Station

Set in an apparently dimmed underground subway station (the exits all have metal grilles blocking them) the two main features of note are the passing of a subway train and the steps leading to an exit. The subway train is very fast and smooth and appears behind the moving characters with no problems whatsoever. No speed lines or pixel polygon clipping. There are about a or 5 steps available (the rest are blocked by a metal grille) on one side of the station for the character to use for strategic effect. The extra height can be used to jump over your opponent or allow for easier head blows with a kick attack. Although the station looks a little plain at the moment there are some superbly drawn billboard signs around to brighten the stage up. Look out for the car commercial in particular. Whether or not you can fall off the platform edge and be hit by a subway train isn't known yet but it's certainly possible. What a way to go!



It's not so bad as you'd think on Sarah's subway stage.

# ST HERE!

## WOLF STAGE: Underground Gavern Stage

At first this stage looks a little simplistic and a bit of a let down after some of the other stages but in reality this stage has some of the best effects of all. Set inside either the back of a govt car or in deep underground caverns the only light comes from a large big fire in the distance. As the flames burn and dance the light on the walls flickers also. Sometimes bright, sometimes dim, the shadows fall or darken accordingly. The brightness is good enough to pick up the detail of the rock strata and one can see some mould growing and the occasional mark where water has run down the wall side. Nothing is flat. The walls curve and bend around like a real cavern, there are stalactites and stalactites in the distance and the floor is uneven, rising and falling in places. All in all despite the lack of an instantly obvious graphical trick it has a disturbingly claustrophobic feel to it which needs to be seen to be believed.

## KAGE STAGE: The Desert

This is another stage that looks deceptively simple but contains absolutely stunning wind effects. The entire stage is set in a vast desert which stretches as far as the eye can see. The modelling of the air dynamics as the sand blows and dust patterns into the air is beyond belief. And it's not just in the background either, occasionally the sand is blown across the characters' fighting area and straight towards the camera. Wow!



The players adapt to the steps (top) and the brilliant Gorge stage (bottom).

Another great effect is on the surface of the sand. Just like the sand sea in Jeff's stage sand is kicked up and sent scattering when the players land on the sand or try to kick. However because the sand is slightly darker here you can see all the marks in the sand. For example, walking leaves foot steps, dragging your feet leaves a line and falling over leaves an appropriately sized mark in the sand. No ring out device could be discerned at this stage in development however they have to put some kind of ring out in don't they or else you could go on fighting for miles in the desert with out food and water and die of dehydration or exhaustion.

## YU SUZUKI LATEST

THE FEVER FIGHTER IN JAPAN LEADING UP TO THE LAUNCH OF VIRTUA FIGHTER 3 IS FRANKLY AMAZING. AM2'S DIRECTOR, YU SUZUKI, HAS BECOME SOMETHING OF A MEDIA CELEBRITY AS HE PRESENTS HIS LATEST MEETINGS. HE HAS ALSO CONDUCTED A NUMBER OF INTERVIEWS FOR THE JAPANESE PRESS - THIS LATEST DISCUSSION CONCERNS THE FINESTIMING TOUCHES HE'S PUTTING TO VIRTUA FIGHTER 3.

### QUESTION Please tell us a bit about the latest developments for VF3.

**YU SUZUKI** At the moment we're fine tuning the balance of all the new fighting techniques. For example, adjusting the precise timing of the techniques and sensitivity of the command button's reaction time. I have the feeling that we're entering the final stages. That area of fine-tuning is going well and the current version feels a lot better.

### Q Specifically, what kind of sensation is it?

**YU SUZUKI** The feeling of direct control over the character as you manipulate the stick. Playing with it feels really great.

### Q You've added a fair number of new tech-

### niques haven't you?

**YU SUZUKI** Yes, quite a few and it's still increasing. Presently, we're mainly creating techniques with flexibility so that various styles can be derived from them. Tuning this kind of technique is very difficult. If it's too powerful the technician will have a dominant manner and if I destroy the game's balance.

### Q Is it even more difficult because of the new characters and their new moves?

**YU SUZUKI** At the moment we've obtained a set level. It's not that these are any especially weak characters, all the characters have the manner of feeling as if they're strong.



**STOP PRESS! STREET FIGHTER VERSUS X-MEN!**

And as we went to press, Capcom released firm details on what is potentially their most explosive fighting game to date. Entitled *Street Fighter Versus X-Men*, the game is a follow-up both to *Alpha 3* and *Marvel Super Heroes* and it looks like being one of the company's greatest games to date!

So what's the deal with this new fighting game eh? Why should Capcom bother when *Marvel Super Heroes* and *Alpha 3* are so cool? The answer is obvious.

Those games although similar in concept are totally different in execution, so what would happen if you merged the two? You'd better another different style of game, that's what.

The scenario behind the game hasn't been revealed by Capcom yet, but the game is already very different in that you select TWO characters at the beginning of the game. The idea is to introduce the concept of team work (something quite



Charlie takes on the superpowered *Bogus* with his enhanced kick attack.



big in the X-Men comics) by allowing you to switch between the two fighters during the game. Capcom have placed no limitations on the two factions either, so if you fancy taking an X-Man and a *Street Fighter* into battle as a team, that's fine by them. Heck, you can even fly in the face of convention by getting blood enemies like Bison and Chun-Li or Wolverine and Sabretooth to team up!

The actual fighting action remains superb. There's a mixture of martial art action, special moves and Super Combos - just like *Marvel Super Heroes*, in fact. The Supers look even more spectacular than ever before - *Bogus*'s power-sapping law on the lips looks brilliant. Look out for more details in forthcoming Saturn Magazines. Here's hoping it makes it to the Saturn.



Carmy gets under a magnetic campaign from the evil Dr. Villain, Magneto.



Gambit uses his mastery of mutant kinetic energy to inflict a devastating 10 hit combination on Carmy.

**THE STREET FIGHTER POSSE!**

The characters chosen by Capcom span the entire history of the series, from the original SF through Super 3D to Alpha! The entire cast is

**RYU:** The mightiest world warrior returns. Use all of the SF characters, he's been given some awesome X attacks to use as Super Combos!

**KEN:** Where would a *Street Fighter* game be without both Ryu and Ken in the picture eh?

**CHARLIE:** SM staff are a bit wacky that Guile has left out in favour of Charlie, but at least someone from Alpha is represented in the new game.

**H. BISON:** Once again, the master of Psycho Power arises from the depths of Shadowland to do battle. Will his unearthly powers match up to the might of Marvel's finest?

**DHALSIM:** With his stretchy limbs and bizarre yoga capabilities, Dhalim himself wouldn't seem out of place in a Marvel comic!

**ZANGIEF:** After a brilliant renaissance in Alpha 3, Capcom have kept the old Russian bear fighter in the picture.

**CAMMY:** The Super Street Fighter games are rep-

resented with Cammy the crack British secret agent with the super flight feature!

**GINNY-LI:** Burning with vengeance against M Bison (BFF) will she team up with the X-Men to defeat her nemesis? It's up to you...

**THE MUTANT TEAM SUPREME!**

Capcom have amassed the greatest mutant fight team from X-Men and *Marvel Super Heroes* and added the three most popular characters previously absent.

**CYCLOPS:** The leader of the X-Men returns in this new game. His capabilities (Psy style martial arts with added optic power) seem very similar to X-Men: CGSA.

**WOLVERINE:** Perhaps the cheesiest character ever to appear in a Capcom fighting game returns. So nice! Had we heard a chance!

**MAGNETO:** Not the all new mind wiped good guy Magg in the comics, now, but the full-on be-helmeted

master of magnetism! A terrifying force for evil!

**JANGETRAUT:** The untappable bawled half-brother of Charles Xavier has the objection of being in the X team, even though he isn't a mutant, having gained his powers from a mystical ruby.

**SABRETOOTH:** AN ALL NEW CHARACTER! Wolverine's nemesis - he's bigger, nastier and even more psychotic than Wolverine was!

**STORM:** Mistress of the elements, Storm was swift in the air and possessed of some fierce weather-based attacks in X-Men: CGSA. Expect more of the same here.

**GAMBIT:** ANOTHER NEW CHARACTER! This Cajun is a superb athlete, but is most noted for charging up playing cards with mutant energy and chucking them about.

**ROUGE:** YET ANOTHER NEW CHARACTER! It's about time that the flying, superhumanly strong, power-sapping Southern Belle made an appearance.





# Win a year's supply of SEGA games with SSM and Twix®



**THE TIME:** 2.30 pm 2nd NOVEMBER 1998

**THE PLACE:** MEGASTORE OXFORD STREET, LONDON.\*

**THE EVENT:** Twix® JUNIOR GAMESPLAYER OF THE YEAR CHALLENGE!

\*Next to Tottenham Court Rd Tube.

SEGA SATURN MAGAZINE has teamed up with the confectionery maestros of TWIX® to bring you a games challenge like you will just not believe. In fact, we here at SSM are having some difficulty believing it ourselves. Anyway, the point is we're looking for THE MOST GIFTED GAMING COD IN GREAT BRITAIN AND NORTHERN IRELAND.

## W...W...What?!

Yes that's right, we want to know who's the top Saturn player in the country and we don't care how many of you have to suffer in the process. In return, we'll offer (a) untold riches and wealth beyond imagining to the lucky winner... well £1000 of games a month! You'll be dragged kicking and screaming down to London where you'll be slung around into competing in a globalistial style games battle against players from across the country. Or maybe just from your street. Depends how good your mates are, really.

## B...B...But how?!

Easy peasy soddy dandy. All you have to do is prove your worth at the all-new instant classic THAT IS NIGHTS. If you're one of our eight top scorers we - that's SSM and our now-found bossman buddies at TWIX® - will whisk you down to the Virgin Megastore Oxford Street\* for the TWIX® Junior Gamesplayer of the Year Challenge.

## What about the loot?

Along with the esteem of playing in the TWIX® Junior Gamesplayer of the Year Final, we're also offering some fantastic prizes for all the competitors on the big day:

**GRAND PRIZE:** The overall winner of the TWIX® Junior Gamesplayer of the Year gets every Sega Saturn game released over the next 12 months, worth over £5000! Plus there's a year's supply of TWIX® bars to go with it!

**SUNNER-UP PRIZES:** The seven unlucky also-rans needn't feel too dispondant about not claiming the big title. Each runner-up receives an exclusive medal to show they took part in his prestigious event, along with a box of TWIX® bars and a load of other goodies. It's a lot better than a poke in the eye with a sharp stick.

## The Challenge

NIGHTS is probably the most eagerly-awaited Saturn game so far, as well as one of the most brilliant. Like a TWIX® bar, it takes a bit of chewing before you finish it. Unlike a TWIX® bar though, NIGHTS isn't full of biclaret and caramel, but TUGH. It's the more links you score, the better NIGHTS player you are, we reckon. So we want to see who can score the most links on the first stage of the Frozen Bell level. On the day of the contest, the eight players with the best scores will be brought down to London for the playoff. Fill in your score on the form below (or a photocopy), and get a parent or guardian to sign it so we know you're not fibbing. Remember to enclose two TWIX® wrappers with your entry. You can enter more than once, but we want every TWIX® wrapper every time. Send your completed entry to: TWIX® JUNIOR GAMESPLAYER OF THE YEAR, SEGA SATURN MAGAZINE, PERRY COURT, 30-32 FARRINGTON LANE, LONDON EC6A 3AU. The competition is open only to gamers aged under 18. Entrants aged under 16 must be accompanied to the final by an adult. Sorry to all you old folk who can't enter, but there's the breaks. And speaking of breaks, why not settle down with a nice TWIX® and read the rest of the mag?

## TAKE A BREAK WITH TWIX. AND POWER UP!

After weeks of frustration and boredom, plugging away at NIGHTS you've finally reached the exciting 4th level. You've got a double jump now with against his monster, so you might want to hit the frozen break with a TWIX® and work out what to do next. Just as you're about to choose how many your girlfriend giving you makes about spending all your time hitting around with your Saturn. What does she think anyway? She's nice and all, but she still thinks links is that nice afternoon game that's always available. You want to be the best, you've got to practice. You know that you're really good so take a break from the game and enter the TWIX® Junior Gamesplayer of the Year. You will show her that there is more to life than shopping.

Just because you're not very good at playing games, the magic on a Saturday afternoon doesn't mean you're not a winner.



## Twix® JUNIOR GAMESPLAYER OF THE YEAR ENTRY FORM

My highest number of consecutive Links on the first Frozen Bell stage of NIGHTS is...

My name is \_\_\_\_\_ My age is \_\_\_\_\_

My address is \_\_\_\_\_

My home telephone number is \_\_\_\_\_

Please get one of your parents/guardians to sign the following...

I verify that the above details are correct, and hereby give my permission for the above named person to take part in the TWIX® Junior Gamesplayer of the Year challenge, should they be selected.

Signed \_\_\_\_\_ Date \_\_\_\_\_

### IMPORTANT!

You must enclose two TWIX® wrappers with each entry form. No purchase necessary. All entry forms MUST reach us by 11th October 1998. You must be under 18 to enter. If you are under 16 an adult MUST be able to accompany you to the challenge.

Prizes and SSM magazine cannot be cashed in for any sum of money or stored in the mail. Names changed to suit rules. Twix, includes chocolate, does not contain any nuts.



'A BREAK FROM THE NORM.'

OUT NOW

BY SEGA  
 PRICE \$39.99 + CONTROLLER  
 RATING 97%

# NIGHTS



**N**ights should be the easiest game in the world to write about, because it's absolutely brilliant. However, it's also incredibly difficult to describe the feeling you get playing the lighter, fly now, honestly, you'll have had the chance to experience this for yourselves. Thanks to the lovely demo on the front of the box, you'll have had a chance to play with the non-CD edition, which would be sad. You won't have had a chance with the original, though, which specifically makes the original a better experience. And you won't have played the twin game, which is a joy to behold – especially the clever star levels, the sections, if only you could share it.

**TWIN SEES IT** *By David Brown* **THIS IS NOW IN THE** *shop!* **Don't think you've got any money left for the really big thing.** Or **anything** present, or anything at all. Anything, **and make sure you get this game.** It's beautiful.



BY US GOLD  
 PRICE £44.99  
 RATING 79%

# Olympic Games



**W**ell, at the time of writing, the frankly abysmal Atlanta Olympics are finally over, so we don't have to put up with those horrendous Coke ads any more. Nor do we have to bear witness to the British flagpole at all manner of sporting events. What we do have as something of a legacy is US Gold's Olympic Games Series, which just like the real thing could have been much better.

There's nothing really bad about this particular game. It's just that in just about every department everything could have been much improved. The graphics are very poor indeed judged by today's standards, and what the gameplay is very similar to what has been achieved with Athlete Kings. Olympic Games lacks the presentation and appeal. Where the game does score is in the volume of events. It has five more than Athlete Kings and an unlimited Doubleshot event (on the AMT title) and includes stuff like swimming, shooting and archery.

But in the final analysis, although a fairly decent title, it lacks the excitement and technical excellence of Athlete Kings. Our advice? If you're really keen on this style of game, we firmly recommend the AMT title.



OUT NOW 

# Virtua Fighter Kids



BY	SEGA
PRICE	£29.99
RATING	91%

**W**e've said it before, and we stress that before our publishing days are over we'll be saying it again: "you just can't beat a bit of Virtua Fighter". This is the fourth VF game to grace Saturn screens, and to all intents and purposes Kids is Virtua Fighter a Kameo... only this time, there's a lot more included - not just new fancy visuals. Although you get that too.

AMa have taken one of the most complex deep and involving fighting games ever and made it a tad more accessible by cutting the characters and including numerous extras designed to make the game easier to get into. The result could have been a horrendous mish-mash, but thankfully AMa have crafted a quality product. By choosing between the NORMAL and KIDS modes, you essentially get two different control methods, one that helps you out plus the VF default. The thing is, even if you try to play the game just like VF, you can't help but adapt your tactics. The game is a lot faster than the standard version and the top heavy nature of the fighters plays havoc with those combos you've spent years mastering. In a fundamental way, VF Kids is very very different to Virtua Fighter 2.

Of course, the best thing about Virtua Fighter Kids is the price. Here at 50M we do have doubts that the game is actually better than the version of VF2 already out. However, with a price tag twenty quid lighter than its cousin that could well sway your decision in favour of Kids.

In short, another AMa triumph, but unless you're seriously addicted to VF, you'll be hard pushed to justify buying this if you already own Virtua Fighter 2.



Okay, so the motion capture doesn't look quite as good as it did in VF2, but Virtua Fighter Kids remains a decent buy at 20M.



BY	ACCLAIM
PRICE	£44.99
RATING	89%

# ALIEN TRILOGY

**I**t's been a long time coming, but Alien Trilogy is finally on the streets. Luckily for Aliens, it's been worth us sitting around building our thumbs for six months to play it. Just about. There's no doubt that had Alien Trilogy been one of the first wave of games for the Saturn (practically as intended) it would have been totally jaw-dropping. The 3D environments are gorgeous, enhanced by the scary lighting which is responsible for most of the game's atmosphere. The rest of the involving feel of Ali Tri comes from the unobtrusive music. Beyond that it's an all-gate-blastin' goodfest, popping caps at any xenomorph who finds its chance. Comparisons to Doom for in the Saturn's present situation, (obvious) are inevitable, and although a cool game, Alien Trilogy does lack a certain something. Perhaps it's down to the fact that Aliens only attack at close range, making them quite easy to pick off (the humans with guns offer far more resistance).

The lack of a two player option lets it slove a bit, but for an absorbing and downright eerie shooting escapade Alien Trilogy is your man. However, for the pleasure of the great Saturned should be at the top of your list.



**OUT NOW**

BY	SEGA
PRICE	£44.99
RATING	Q15



# Athlete Kings



This is a true arcade quality game, which isn't surprising since it began life as one of those ST-V coin-op titles. The thing is though, Athlete Kings' graphics are so excellent you might even believe that it's running on a Model 2 board! For your money you get ultra hi-res graphics (clearer and more distinct than anything seen on Nintendo 64 or PlayStation) and super-smooth 60 frames per second action. Athlete Kings really is a visual feast.

Cunningly timed to coincide (well, in Japan at least) with the Olympics, this ten-event competitive sports title is well worth looking at. Just like Frack and Field and its ilk, Athlete Kings isn't going to win any awards for the depth of gameplay. It's a real button masher in the tradition of those old multi-event coin-ops, although much time is spent perfecting your jiggled-destroying techniques.

Although quite limited in its single player form, Athlete Kings really comes into its own as a result, player experience where the rivalry between players adds immensely to the enjoyment on offer.

After the ST-V charms of Baku Baku Animal, VF Kids and the forthcoming Die Hard, can the AM departments do so wrong? From the quality of Athlete Kings, it would appear not.



BY	BMG
PRICE	£44.99
RATING	Q25

# Exhumed

If there's one game in which the Saturn is truly lacking, it has to be the first person perspective *Horling* game since Doom. This is all set to change over the next few months with the release of games such as Doom itself, pseudo-sequel *Hexen* and Duke Nukem 3D. However, beating them all to the punch is BMG's Exhumed, which is so good, Sega bought it up to release for the meelves.

Imagine Doom, but with an Egyptian sort of theme to it and you have Exhumed. The most impressive aspect of the game is undoubtedly the graphics engine. It uses the same "Build" technology as the PC's impressive Duke Nukem 3D and boasts a super fast frame rate (far higher than Doom on PlayStation) and all manner of impressive visual effects, foremost amongst them the brilliant lighting on some of the stages.

Although clearly inspired by Doom, Exhumed also features some brilliant punting more in the style of Hexen. Objects and knowledge collected in later levels can be used in earlier ones, making for a far less linear experience than Doom. One aspect in which it isn't quite as good as its game is the violence. Although the weapons are impressive, there's a severe lack of gore and the mearles you come up against just don't really have the impact of Doom's.

However, the fact is you've really got nothing to moan about with Exhumed. Outstripping Doom in terms of concept and technology, this game finally gives the Saturn a decent 3D first person blaster. So finally, *Robotica* can be consigned to the compost heap on which it deserves to fester - Exhumed's bloody great and should be purchased NOW.



# Try it before

Rent any latest release from just



OUT NOW 

# CD FILMS/MUSIC



## THE LAWNMOWER MAN

BY **GALEKOP** PRICE **£15.99** RATING **A**

The seven quips of our life lived and back covers of *Lawnmower Man* offer without exception to the "Staggeringly spectacular special effects", and the *Movie* discs as that these are "never seen before in the UK". Well I saw them about three years ago when I watched LM at the cinema, and they were absolutely crap then, so I can only guess why they're trying to make such a big deal about it now. Mind you, there isn't exactly a lot else to shout about either. The story, which concerns an idiot genius who transforms into an amnesiac CyberGeddy by playing violent games, treats a narrow line of lurid silliness and being. The characters are as flat as the acts (which is very flat indeed), and the computer-generated scenes (aside from the crash of the ailing look like a load of 1980s pay video, at one of those "Geddywiz" "Take Me To Your Quaker" rendered T-shirts. The only faintly amusing thing about *The LM* is that someone we used to work here we thought that it was quite realistic, and really could happen.



## BUSTER

BY **WALLERS** PRICE **£15.99** RATING **A**

Watching *Buster* was initially quite limiting for me, as I'd never seen him of underdog coloured cinema. That's because when I'm from *Buster* was actually banned from the local cinema. The front page of the *Crown Chronicle* was taken with the scandal of a movie which glorified the crime responsible for the death of a local man. And now, having finally chipped open on the contentious work, I can heartily agree with the cinema. Not on the moral grounds, assumed by my fellow Galsbys, but because the film is a total crash of shit. *Buster* is the story of little nigga (i.e. -barred criminal) Buster Edwards and his pal, and the Great Train Robbery which they commit. A couple of the "dag" escaped imprisonment, although *Buster* certainly turned himself in because his wife didn't like being in the sun. Anyway, it's one of those cock-up-or-reluctant-to-be-lured-low stories which anyone from North of Wallcut could not fail to divine. It stars Paul Collins. The low interest is Julia Walters. You have been warned...



Because you demanded it, the Out Now list with regularly updated percentage sales, rating yesterday's software by today's standards. An indispensable guide for new Saturn owners

ALSO OUT NOW

ALONE IN THE DARK 3 (2-DISC SET)	£19.99	89%	JUDY HUNTER JOHNSON	£14.99	89%	STAR 9 (2)	£19.99	89%
BARBERSHIP ACADEMY	£29.99	88%	LOADED	£14.99	89%	STAIRWALKER ZERO	£19.99	79%
BIG HUNT BASEBALL	£14.99	88%	MADE CITY	£14.99	88%	STEEL FIGHTER ALPHA	£14.99	88%
BOB	£14.99	88%	MEN OF BODEN BODEN	£19.99	88%	STREETS OF THE MOVIE	£14.99	48%
CLONING EMERY	£19.99	88%	MIRAMAX	£19.99	78%	STRAWBERRY	£14.99	78%
CLUCKING CHICKS	£19.99	88%	MYST	£14.99	78%	TECH PACE	£14.99	88%
CRIMINAL MINDS	£19.99	77%	NBA GAME 2	£19.99	83%	THE WARRIOR'S WYOMING	£14.99	88%
CRIMINAL MINDS 2	£19.99	88%	THE NEED FOR SPEED	£19.99	78%	STEAMWAGON	£19.99	88%
CRIMINAL MINDS 3	£19.99	78%	NFL QUARTERBACK	£14.99	78%	THE 1000000	£14.99	88%
DARBY GARDNER	£19.99	78%	NFL RUSH	£14.99	78%	THE FUGITIVE	£19.99	77%
DEPT. OF DEFENSE	£14.99	88%	NFL WRESTLING	£14.99	88%	ULTIMATE MORTAL KOMBAT 3	£14.99	88%
DEPT. OF DEFENSE 2	£14.99	88%	OLYMPIC SOCCER	£19.99	84%	WOLF WOLF WOLF	£19.99	78%
DEPT. OF DEFENSE 3	£14.99	88%	OPERATION BLOODLINE	£19.99	78%	WOLF WOLF WOLF 2	£19.99	88%
DEPT. OF DEFENSE 4	£14.99	88%	PAINTER DRAGON	£14.99	88%	WOLF WOLF WOLF 3	£19.99	88%
DEPT. OF DEFENSE 5	£14.99	88%	PAPER DRAGON 2	£14.99	88%	WOLF WOLF WOLF 4	£14.99	88%
DEPT. OF DEFENSE 6	£14.99	88%	PIKE BASH GOLF	£19.99	78%	WOLF WOLF WOLF 5	£14.99	88%
DEPT. OF DEFENSE 7	£14.99	88%	PIRATES: THE WED	£14.99	78%	WOLF WOLF WOLF 6	£14.99	88%
DEPT. OF DEFENSE 8	£14.99	88%	RAPTOR	£14.99	88%	WOLF WOLF WOLF 7	£14.99	88%
DEPT. OF DEFENSE 9	£14.99	88%	REVELATION 3	£19.99	88%	WOLF WOLF WOLF 8	£14.99	88%
DEPT. OF DEFENSE 10	£14.99	88%	ROBOTECH	£19.99	88%	WOLF WOLF WOLF 9	£14.99	88%
DEPT. OF DEFENSE 11	£14.99	88%	SOCA GOLF FISHING	£19.99	88%	WOLF WOLF WOLF 10	£14.99	88%
DEPT. OF DEFENSE 12	£14.99	88%	SOCCER	£14.99	88%	WOLF WOLF WOLF 11	£14.99	88%
DEPT. OF DEFENSE 13	£14.99	88%	SPELLSHEET	£14.99	78%	WOLF WOLF WOLF 12	£14.99	88%
DEPT. OF DEFENSE 14	£14.99	88%	SPORT 4	£19.99	88%	WOLF WOLF WOLF 13	£14.99	88%
DEPT. OF DEFENSE 15	£14.99	88%	STAKE NINE ASSAULT	£19.99	88%	WOLF WOLF WOLF 14	£14.99	88%
DEPT. OF DEFENSE 16	£14.99	88%	STAR 9 (2)	£19.99	88%			

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO

# Introducing...

# SEGA Touring Car Championship



The first fruits of the AM Amuse test were tasty indeed. The Sega Touring Car Championship is a simulation of one of the most exciting racing tournaments around. If you want to learn more about the sport (as well you should), we recommend purchasing the 1991 Touring Car Review video, narrated by the inimitable Murray Walker, who assures you the sport almost surely is incredible. (See you can get an idea of just how much about a mad-faring car can endure at the hands of an experienced professional driver.

As you might already know by now, AM's Tetsuya Mizuguchi has set up his own AM division at Sega of Japan's amusement headquarters. The designing muscles behind such hits as Marx TT Super Bike and Sega Rally Championship has formed his own "AM Amuse" and has almost finished his first title: the Sega Touring Car Championship.

Touring Car racing is a logical successor to Rally, and pushes the graphical capabilities of the Model 38 arcade graphics board to its limit. The game has four different real-life cars to control: An Alfa Romeo 155 V6T, AMG Mercedes C-Class, Opel Calibra V6 and finally the renowned Toyota Supra. The same type of beat-the--clock arcade action (as in Sega Rally) forms the basis of the game, although provision has been included for some brilliant simultaneous eight-player action.

Just like Rally and Marx TT, Mr. Mizuguchi's primary aim has been to recreate the speed and thrills of the sport in the game. If you've ever seen Touring Car racing, you'd know that the drivers in the sport take production cars to the limits of their performance on racing tracks. The atmosphere is incredible and actually participating must be something else. As in the tradition, Sega have pulled out the stops in preparing the cabinet 3D sound speakers are installed on either side of the player's head and a powerful sub-woofer is located under the seat, perfectly recreating the throbbing engine noises. A flicker indicator tells you when you should change gear and servo steering has been incorporated for quick and accurate reaction.

Could Touring Car Championship pick up where Rally left off? More details in a forthcoming DSM.

If Sega Touring Car Championship can carry the excitement of the sport with the mechanics of Sega Rally, we have a winner.

Rank	Driver	Time	Points
1	AMG Mercedes C-Class	1:12.33	100
2	Alfa Romeo 155 V6T	1:20.50	80
3	Opel Calibra V6	1:25.10	60
4	Toyota Supra	1:30.00	40



## NEXT MONTH...

Part two of the AWESOME Fighting Vipers coverage... Dark Saviour... Tomb Raider... Baseball 2 reviewed... Incredible Virtua Cop 2 stuff... More Daytona Championship Circuit Edition... Full-on Virtua On coverage... Full expose of Virtua Fighter 3... And plenty more besides!

SEGA SATURN ISSUE #13 OUT OCTOBER 17 PRICE £2.75

### The Reader's Digest!

I want to be keeping with the Saturn Magazine posse on a monthly basis. If you catch me reading (yep, yes!) Translated into English, this bi-monthly article you getting inside Sega Saturn Magazine for the below named individual every month.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# GAMEPLAY **PRICE! CHOICE! QUALITY! SERVICE!**

**THESE HAVE MADE US ONE OF THE LARGEST SUPPLIERS OF COMPUTER GAMES IN THE COUNTRY!!**

## OUT OF THIS WORLD SATURN PACKS AT DOWN TO EARTH PRICES!!!



PACKS INCLUDE **FREE NEXT DAY DELIVERY** TO MOST AREAS IN THE UK SEASIDE ONLY

- UPON ANY ORDER containing 10 or more lengths of software, ALL items will be delivered by 10 o'clock on the day after that the order is placed. 1 year replacement warranty that we will refund it FREE YOUR HOME FROM OUR OWNERS.
- 104 SATURN **WHEEL NO GAME** £29.99
  - 104 SATURN **FLYING DRAGON** £29.99
  - 104 SATURN **DESTRUCTION BERRY** £29.99
  - 104 SATURN **MORTAL KOMBAT 3** £29.99
  - 104 SATURN **NIGHTY NINE DREAMS** £29.99
  - 104 SATURN **ALIAS TROUPE** £29.99
  - 104 SATURN **SEGA RALLY** £29.99
- BUY AN BY LEAD AT THE SAME TIME AS A SATURN FOR JUST £12.99  
BUY A SECOND PAD AT THE SAME TIME AS A SATURN FOR JUST £12.99

### COMING SOON ON THE SATURN


### SATURN RELEASE LIST

Game Title	Release Date
Alphas	Dec 29
Archie	Dec 29
Bad Machine	Dec 29
Bad Machine 2	Dec 29
Beast Wars	Dec 29
Blades	Dec 29
Blade Runner	Dec 29
Blood	Dec 29
Blood II	Dec 29
Blood III	Dec 29
Blood IV	Dec 29
Blood V	Dec 29
Blood VI	Dec 29
Blood VII	Dec 29
Blood VIII	Dec 29
Blood IX	Dec 29
Blood X	Dec 29
Blood XI	Dec 29
Blood XII	Dec 29
Blood XIII	Dec 29
Blood XIV	Dec 29
Blood XV	Dec 29
Blood XVI	Dec 29
Blood XVII	Dec 29
Blood XVIII	Dec 29
Blood XIX	Dec 29
Blood XX	Dec 29

### SATURN GAMES

Game Title	Price	Game Title	Price
Archie	£29.99	Archie	£29.99
Blood	£29.99	Blood	£29.99
Blood II	£29.99	Blood II	£29.99
Blood III	£29.99	Blood III	£29.99
Blood IV	£29.99	Blood IV	£29.99
Blood V	£29.99	Blood V	£29.99
Blood VI	£29.99	Blood VI	£29.99
Blood VII	£29.99	Blood VII	£29.99
Blood VIII	£29.99	Blood VIII	£29.99
Blood IX	£29.99	Blood IX	£29.99
Blood X	£29.99	Blood X	£29.99
Blood XI	£29.99	Blood XI	£29.99
Blood XII	£29.99	Blood XII	£29.99
Blood XIII	£29.99	Blood XIII	£29.99
Blood XIV	£29.99	Blood XIV	£29.99
Blood XV	£29.99	Blood XV	£29.99
Blood XVI	£29.99	Blood XVI	£29.99
Blood XVII	£29.99	Blood XVII	£29.99
Blood XVIII	£29.99	Blood XVIII	£29.99
Blood XIX	£29.99	Blood XIX	£29.99
Blood XX	£29.99	Blood XX	£29.99

### SATURN GAMES (Continued)

Game Title	Price	Game Title	Price
Blade Runner	£29.99	Blade Runner	£29.99
Blood	£29.99	Blood	£29.99
Blood II	£29.99	Blood II	£29.99
Blood III	£29.99	Blood III	£29.99
Blood IV	£29.99	Blood IV	£29.99
Blood V	£29.99	Blood V	£29.99
Blood VI	£29.99	Blood VI	£29.99
Blood VII	£29.99	Blood VII	£29.99
Blood VIII	£29.99	Blood VIII	£29.99
Blood IX	£29.99	Blood IX	£29.99
Blood X	£29.99	Blood X	£29.99
Blood XI	£29.99	Blood XI	£29.99
Blood XII	£29.99	Blood XII	£29.99
Blood XIII	£29.99	Blood XIII	£29.99
Blood XIV	£29.99	Blood XIV	£29.99
Blood XV	£29.99	Blood XV	£29.99
Blood XVI	£29.99	Blood XVI	£29.99
Blood XVII	£29.99	Blood XVII	£29.99
Blood XVIII	£29.99	Blood XVIII	£29.99
Blood XIX	£29.99	Blood XIX	£29.99
Blood XX	£29.99	Blood XX	£29.99

### ACCESSORIES

Accessory	Price
Archie Pad	£14.99
Archie Pad 2	£14.99
Archie Pad 3	£14.99
Archie Pad 4	£14.99
Archie Pad 5	£14.99
Archie Pad 6	£14.99
Archie Pad 7	£14.99
Archie Pad 8	£14.99
Archie Pad 9	£14.99
Archie Pad 10	£14.99
Archie Pad 11	£14.99
Archie Pad 12	£14.99
Archie Pad 13	£14.99
Archie Pad 14	£14.99
Archie Pad 15	£14.99
Archie Pad 16	£14.99
Archie Pad 17	£14.99
Archie Pad 18	£14.99
Archie Pad 19	£14.99
Archie Pad 20	£14.99

### MEGA DRIVE

Game Title	Price	Game Title	Price
Archie	£29.99	Archie	£29.99
Blood	£29.99	Blood	£29.99
Blood II	£29.99	Blood II	£29.99
Blood III	£29.99	Blood III	£29.99
Blood IV	£29.99	Blood IV	£29.99
Blood V	£29.99	Blood V	£29.99
Blood VI	£29.99	Blood VI	£29.99
Blood VII	£29.99	Blood VII	£29.99
Blood VIII	£29.99	Blood VIII	£29.99
Blood IX	£29.99	Blood IX	£29.99
Blood X	£29.99	Blood X	£29.99
Blood XI	£29.99	Blood XI	£29.99
Blood XII	£29.99	Blood XII	£29.99
Blood XIII	£29.99	Blood XIII	£29.99
Blood XIV	£29.99	Blood XIV	£29.99
Blood XV	£29.99	Blood XV	£29.99
Blood XVI	£29.99	Blood XVI	£29.99
Blood XVII	£29.99	Blood XVII	£29.99
Blood XVIII	£29.99	Blood XVIII	£29.99
Blood XIX	£29.99	Blood XIX	£29.99
Blood XX	£29.99	Blood XX	£29.99

### SONY PLAYSTATION

CALL RANGE OF  
LONDON MUSIC 2 SEASONS  
AVAILABLE AT  
MAGNUS  
LONDON MUSIC

**£179.99**

- Archie
- Blood
- Blood II
- Blood III
- Blood IV
- Blood V
- Blood VI
- Blood VII
- Blood VIII
- Blood IX
- Blood X
- Blood XI
- Blood XII
- Blood XIII
- Blood XIV
- Blood XV
- Blood XVI
- Blood XVII
- Blood XVIII
- Blood XIX
- Blood XX

### MEGA CD

Game Title	Price
Archie	£29.99
Blood	£29.99
Blood II	£29.99
Blood III	£29.99
Blood IV	£29.99
Blood V	£29.99
Blood VI	£29.99
Blood VII	£29.99
Blood VIII	£29.99
Blood IX	£29.99
Blood X	£29.99
Blood XI	£29.99
Blood XII	£29.99
Blood XIII	£29.99
Blood XIV	£29.99
Blood XV	£29.99
Blood XVI	£29.99
Blood XVII	£29.99
Blood XVIII	£29.99
Blood XIX	£29.99
Blood XX	£29.99

### CD ROM

Game Title	Price
Archie	£29.99
Blood	£29.99
Blood II	£29.99
Blood III	£29.99
Blood IV	£29.99
Blood V	£29.99
Blood VI	£29.99
Blood VII	£29.99
Blood VIII	£29.99
Blood IX	£29.99
Blood X	£29.99
Blood XI	£29.99
Blood XII	£29.99
Blood XIII	£29.99
Blood XIV	£29.99
Blood XV	£29.99
Blood XVI	£29.99
Blood XVII	£29.99
Blood XVIII	£29.99
Blood XIX	£29.99
Blood XX	£29.99

**01924 473187**  
**01924 473192**  
OPEN 10AM DAILY & NIGHT

- ✓ 100% ORIGINAL GAMES AND SOFTWARE
- ✓ CLEAR FREE DELIVERY SERVICE EVERYWHERE IN THE UK
- ✓ OVER 15 YEARS EXPERIENCE IN THE GAME BUSINESS
- ✓ 100% CUSTOMER SATISFACTION GUARANTEE
- ✓ FREE DELIVERY TO YOUR HOME OR OFFICE

**FAX ORDERS ON 01924 450040**  
(24 HOURS A DAY)

- ✓ 24 HOUR CUSTOMER SERVICE
- ✓ OVER 15 YEARS EXPERIENCE IN THE GAME BUSINESS
- ✓ 100% CUSTOMER SATISFACTION GUARANTEE
- ✓ FREE DELIVERY TO YOUR HOME OR OFFICE

PLEASE CHECK AVAILABILITY BEFORE ORDERING AS SOME ITEMS ARE LIMITED STOCK & SOME GAMES MAY NOT YET HAVE BEEN RELEASED.

<b>GAMEPLAY</b>	Call on the order form and post to: <b>GAMEPLAY, 810 BRADFORD ROAD, BAILLY, W. YORKSHIRE WF17 8LL</b>	Item	Description	Quantity	Price
Name	Company No.				£
Address					£
Postcode					£
Tel					£
Cash	<input type="checkbox"/>	Card	<input type="checkbox"/>	Postcard	<input type="checkbox"/>
Card No.	Expiry Date	Cheques payable to "Gameplay"			£
					<b>TOTAL</b>
					<b>£</b>



PUFFY THE OPERA  
SINGER DELIVERS A  
DEADLY ARIA, ONLY  
TO HEAD BACKWARDS  
THROUGH A WALL

(ONLY IN YOUR WILDEST DREAMS.)



**Nights**  
into dreams ...

ONLY ON

 **SEGA SATURN**

SONIC TEAM